

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

<https://cfelitetracker.vercel.app>

Unique solved — zsc

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

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

Filters: none

Count: 1,372

- 1.**
2210A
[A Simple Sequence](#) · [Tutorial](#)
Quality: 22,240 global accepts · Rating: 800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[zsc's solution](#)
- 2.**
952A
[Quirky Quantifiers](#) · [Tutorial](#)
Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math
[zsc's solution](#)
- 3.**
954A
[Diagonal Walking](#) · [Tutorial](#)
Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zsc's solution](#)
- 4.**
900A
[Find Extra One](#) · [Tutorial](#)
Quality: 14,954 global accepts · Rating: 800 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[zsc's solution](#)
- 5.**
894A
[QAQ](#) · [Tutorial](#)
Quality: 39,379 global accepts · Rating: 800 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[zsc's solution](#)
- 6.**
897A
[Scarborough Fair](#) · [Tutorial](#)
Quality: 15,092 global accepts · Rating: 800 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zsc's solution](#)
- 7.**
888A
[Local Extrema](#) · [Tutorial](#)
Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[zsc's solution](#)
- 8.**
831B
[Keyboard Layouts](#) · [Tutorial](#)
Quality: 15,647 global accepts · Rating: 800 · first AC: 2017-07-15 · GNU C++11 (first AC) · Tags: implementation, strings
[zsc's solution](#)
- 9.**
811A
[Vladik and Courtesy](#) · [Tutorial](#)
Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-31 · GNU C++11 (first AC) · Tags: brute force, implementation
[zsc's solution](#)

10.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,775 global accepts · Rating: 800 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: brute force, implementation
[zsc's solution](#)

11.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,855 global accepts · Rating: 800 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: brute force, math
[zsc's solution](#)

12.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-05-05 · GNU C++11 (first AC) · Tags: brute force, implementation
[zsc's solution](#)

13.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,216 global accepts · Rating: 800 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: implementation
[zsc's solution](#)

14.

785A

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

Quality: 110,954 global accepts · Rating: 800 · first AC: 2017-05-03 · GNU C++11 (first AC) · Tags: implementation, strings
[zsc's solution](#)

15.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,735 global accepts · Rating: 800 · first AC: 2017-05-03 · GNU C++11 (first AC) · Tags: *special, implementation
[zsc's solution](#)

16.

782A

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

Rating: 800 · first AC: 2017-05-03 · GNU C++11 (first AC) · Tags: implementation
[zsc's solution](#)

17.

769A

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

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: *special, implementation, sortings
[zsc's solution](#)

18.

764A

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

Quality: 17,100 global accepts · Rating: 800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[zsc's solution](#)

19.

760A

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

Quality: 8,644 global accepts · Rating: 800 · first AC: 2017-03-13 · GNU C++11 (first AC) · Tags: implementation, math
[zsc's solution](#)

20.

758A

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

Quality: 75,304 global accepts · Rating: 800 · first AC: 2017-03-13 · GNU C++11 (first AC) · Tags: implementation, math
[zsc's solution](#)

21.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory
[zsc's solution](#)

22.

752A

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

Rating: 800 · first AC: 2017-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[zsc's solution](#)

23.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,085 global accepts · Rating: 800 · first AC: 2017-02-08 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory
[zsc's solution](#)

24.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: brute force, math
[zsc's solution](#)

25.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,843 global accepts · Rating: 800 · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: implementation, math
[zsc's solution](#)

26.

750A

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

Quality: 92,558 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math
[zsc's solution](#)

27.

735A

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

Quality: 13,141 global accepts · Rating: 800 · first AC: 2016-12-04 · GNU C++11 (first AC) · Tags: implementation, strings
[zsc's solution](#)

28.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,933 global accepts · Rating: 800 · first AC: 2016-11-16 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math
[zsc's solution](#)

29.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,534 global accepts · Rating: 800 · first AC: 2016-11-16 · GNU C++11 (first AC) · Tags: implementation, strings
[zsc's solution](#)

30.

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,209 global accepts · Rating: 800 · first AC: 2016-10-30 · GNU C++11 (first AC) · Tags: implementation, strings
[zsc's solution](#)

31.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,836 global accepts · Rating: 800 · first AC: 2016-10-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[zsc's solution](#)

32.

721A

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

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: implementation

[zsc's solution](#)

33.

723A

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

Quality: 100,715 global accepts · Rating: 800 · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[zsc's solution](#)

34.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: implementation, math

[zsc's solution](#)

35.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: implementation

[zsc's solution](#)

36.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2016-09-01 · GNU C++11 (first AC) · Tags: implementation

[zsc's solution](#)

37.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: implementation

[zsc's solution](#)

38.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[zsc's solution](#)

39.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,093 global accepts · Rating: 800 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: implementation

[zsc's solution](#)

40.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,397 global accepts · Rating: 800 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[zsc's solution](#)

41.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,587 global accepts · Rating: 800 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation

[zsc's solution](#)

42.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,019 global accepts · Rating: 800 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[zsc's solution](#)

43.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,417 global accepts · Rating: 800 · first AC: 2016-06-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[zsc's solution](#)

44.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,806 global accepts · Rating: 800 · first AC: 2016-06-30 · GNU C++ (first AC) · Tags: implementation

[zsc's solution](#)

45.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,866 global accepts · Rating: 800 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: implementation

[zsc's solution](#)

46.

678A

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

Quality: 15,165 global accepts · Rating: 800 · first AC: 2016-06-14 · GNU C++ (first AC) · Tags: implementation, math

[zsc's solution](#)

47.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,602 global accepts · Rating: 800 · first AC: 2016-06-02 · GNU C++ (first AC) · Tags: implementation

[zsc's solution](#)

48.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,853 global accepts · Rating: 800 · first AC: 2016-05-26 · GNU C++ (first AC) · Tags: implementation

[zsc's solution](#)

49.

676A

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

Quality: 14,699 global accepts · Rating: 800 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[zsc's solution](#)

50.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: implementation

[zsc's solution](#)

51.

630A

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

Quality: 93,511 global accepts · Rating: 800 · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: number theory

[zsc's solution](#)

52.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,128 global accepts · Rating: 800 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: math

[zsc's solution](#)

53.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,424 global accepts · Rating: 800 · first AC: 2015-12-21 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[zsc's solution](#)

54.

599A

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

Quality: 31,438 global accepts · Rating: 800 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: implementation

[zsc's solution](#)

55.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,012 global accepts · Rating: 800 · first AC: 2015-11-11 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[zsc's solution](#)

56.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2015-11-10 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[zsc's solution](#)

57.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,563 global accepts · Rating: 800 · first AC: 2015-10-30 · GNU C++ (first AC) · Tags: implementation

[zsc's solution](#)

58.

581A

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

Quality: 84,958 global accepts · Rating: 800 · first AC: 2015-09-28 · GNU C++ (first AC) · Tags: implementation, math

[zsc's solution](#)

59.

546A

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

Quality: 235,202 global accepts · Rating: 800 · first AC: 2015-09-14 · GNU C++ (first AC) · Tags: brute force, implementation, math

[zsc's solution](#)

60.

551A

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

Quality: 17,859 global accepts · Rating: 800 · first AC: 2015-09-02 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[zsc's solution](#)

61.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: implementation

[zsc's solution](#)

62.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,913 global accepts · Rating: 800 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: implementation

[zsc's solution](#)

63.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,532 global accepts · Rating: 800 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: implementation, strings

[zsc's solution](#)

64.

513A

[Game](#) · [Tutorial](#)

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

[zsc's solution](#)

65.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,128 global accepts · Rating: 800 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: brute force, implementation

[zsc's solution](#)

66.

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2013-05-05 · FPC (first AC) · Tags: implementation

[zsc's solution](#)

67.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-14 · FPC (first AC) · Tags: *special, implementation, sortings

[zsc's solution](#)

68.

294A

[Shaass and Oskols](#) · [Tutorial](#)

Quality: 28,390 global accepts · Rating: 800 · first AC: 2013-04-07 · FPC (first AC) · Tags: implementation, math

[zsc's solution](#)

69.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2013-02-28 · FPC (first AC) · Tags: implementation

[zsc's solution](#)

70.

916A

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

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

[zsc's solution](#)

71.

903A

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

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zsc's solution](#)

72.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zsc's solution](#)

73.

879A

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

Quality: 9,573 global accepts · Rating: 900 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zsc's solution](#)

74.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2017-05-24 · GNU C++11 (first AC) · Tags: implementation, math

[zsc's solution](#)

75.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2017-05-24 · GNU C++11 (first AC) · Tags: implementation

[zsc's solution](#)

76.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 900 · first AC: 2017-05-12 · GNU C++11 (first AC) · Tags: implementation, math

[zsc's solution](#)

77.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,248 global accepts · Rating: 900 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: implementation, sortings

[zsc's solution](#)

78.

768A

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

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[zsc's solution](#)

79.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 900 · first AC: 2017-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[zsc's solution](#)

80.

764B

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

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[zsc's solution](#)

81.

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-25 · GNU C++11 (first AC) · Tags: implementation, math

[zsc's solution](#)

82.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[zsc's solution](#)

83.

747B

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

Quality: 9,641 global accepts · Rating: 900 · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: implementation, strings

[zsc's solution](#)

84.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,889 global accepts · Rating: 900 · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: implementation, strings

[zsc's solution](#)

85.

745A

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

Quality: 10,988 global accepts · Rating: 900 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: implementation, strings

[zsc's solution](#)

86.

738A

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

Rating: 900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: implementation, strings

[zsc's solution](#)

87.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,962 global accepts · Rating: 900 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: implementation

[zsc's solution](#)

88.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,988 global accepts · Rating: 900 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[zsc's solution](#)

89.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[zsc's solution](#)

90.

670A

[Holidays](#) · [Tutorial](#)

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

[zsc's solution](#)

91.

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[zsc's solution](#)

92.

631A

[Interview](#) · [Tutorial](#)

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

[zsc's solution](#)

93.

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

[zsc's solution](#)

94.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,217 global accepts · Rating: 900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: math

[zsc's solution](#)

95.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: implementation, strings

[zsc's solution](#)

96.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: implementation

[zsc's solution](#)

97.

580A

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

Quality: 104,685 global accepts · Rating: 900 · first AC: 2015-09-22 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[zsc's solution](#)

98.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-09-22 · GNU C++ (first AC) · Tags: implementation

[zsc's solution](#)

99.

556A

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

Quality: 46,391 global accepts · Rating: 900 · first AC: 2015-09-04 · GNU C++ (first AC) · Tags: greedy

[zsc's solution](#)

100.

554A

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

Quality: 14,490 global accepts · Rating: 900 · first AC: 2015-09-02 · GNU C++ (first AC) · Tags: brute force, math, strings

[zsc's solution](#)

101.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,975 global accepts · Rating: 900 · first AC: 2015-09-01 · GNU C++ (first AC) · Tags: greedy, implementation

[zsc's solution](#)

102.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2015-08-25 · GNU C++ (first AC) · Tags: sortings

[zsc's solution](#)

103.

519A

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

Quality: 20,130 global accepts · Rating: 900 · first AC: 2015-03-01 · GNU C++ (first AC) · Tags: implementation

[zsc's solution](#)

104.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,904 global accepts · Rating: 900 · first AC: 2013-08-22 · FPC (first AC) · Tags: greedy

[zsc's solution](#)

105.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,103 global accepts · Rating: 900 · first AC: 2013-06-16 · FPC (first AC) · Tags: math

[zsc's solution](#)

106.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,044 global accepts · Rating: 900 · first AC: 2013-05-30 · FPC (first AC) · Tags: implementation, number theory

[zsc's solution](#)

107.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,064 global accepts · Rating: 900 · first AC: 2013-02-24 · FPC (first AC) · Tags: implementation

[zsc's solution](#)

108.

920A

[Water The Garden](#) · [Tutorial](#)

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

[zsc's solution](#)

109.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zsc's solution](#)

110.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zsc's solution](#)

111.

890A

[ACM ICPC](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[zsc's solution](#)

112.

890B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

113.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,030 global accepts · Rating: 1000 · first AC: 2017-07-15 · GNU C++11 (first AC) · Tags: implementation

[zsc's solution](#)

114.

798A

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

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[zsc's solution](#)

115.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,219 global accepts · Rating: 1000 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: math

[zsc's solution](#)

116.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: greedy, math

[zsc's solution](#)

117.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms

[zsc's solution](#)

118.

804A

[Find Amir](#) · [Tutorial](#)

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

[zsc's solution](#)

119.

753A

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

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: dp, greedy, math

[zsc's solution](#)

120.

779A

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

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[zsc's solution](#)

121.

766B

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

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[zsc's solution](#)

122.

766A

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

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[zsc's solution](#)

123.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[zsc's solution](#)

124.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[zsc's solution](#)

125.

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-02-11 · GNU C++11 (first AC) · Tags: implementation

[zsc's solution](#)

126.

733A

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

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: implementation

[zsc's solution](#)

127.

727A

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

Quality: 18,024 global accepts · Rating: 1000 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math

[zsc's solution](#)

128.

732B

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

Quality: 25,769 global accepts · Rating: 1000 · first AC: 2016-10-30 · GNU C++11 (first AC) · Tags: dp, greedy

[zsc's solution](#)

129.

725A

[Jumping Ball](#) · [Tutorial](#)

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

[zsc's solution](#)

130.

724A

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

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: implementation

[zsc's solution](#)

131.

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2016-06-30 · GNU C++ (first AC) · Tags: constructive algorithms, math

[zsc's solution](#)

132.

670B

[Game of Robots](#) · [Tutorial](#)

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

[zsc's solution](#)

133.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,827 global accepts · Rating: 1000 · first AC: 2016-04-11 · GNU C++11 (first AC) · Tags: implementation, math

[zsc's solution](#)

134.

652B

[z-sort](#) · [Tutorial](#)

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

[zsc's solution](#)

135.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[zsc's solution](#)

136.

626A

[Robot Sequence](#) · [Tutorial](#)

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

[zsc's solution](#)

137.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,556 global accepts · Rating: 1000 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: combinatorics, math

[zsc's solution](#)

138.

500A

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

Quality: 62,694 global accepts · Rating: 1000 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[zsc's solution](#)

139.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1000 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: greedy, implementation

[zsc's solution](#)

140.

584A

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

Quality: 52,608 global accepts · Rating: 1000 · first AC: 2015-10-06 · GNU C++ (first AC) · Tags: math

[zsc's solution](#)

141.

577A

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

Quality: 45,286 global accepts · Rating: 1000 · first AC: 2015-09-14 · GNU C++ (first AC) · Tags: implementation, number theory
[zsc's solution](#)

142.

560A

[Currency System in Geraldion](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2015-08-31 · GNU C++ (first AC) · Tags: implementation, sortings
[zsc's solution](#)

143.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: implementation, math
[zsc's solution](#)

144.

515A

[Drazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: math
[zsc's solution](#)

145.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[zsc's solution](#)

146.

284B

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

Quality: 7,365 global accepts · Rating: 1000 · first AC: 2013-03-18 · FPC (first AC) · Tags: brute force, implementation
[zsc's solution](#)

147.

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[zsc's solution](#)

148.

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[zsc's solution](#)

149.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-23 · GNU C++11 (first AC) · Tags: implementation
[zsc's solution](#)

150.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-06 · GNU C++11 (first AC) · Tags: implementation
[zsc's solution](#)

151.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: brute force, implementation
[zsc's solution](#)

152.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,886 global accepts · Rating: 1100 · first AC: 2017-05-10 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[zsc's solution](#)

153.

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: implementation, math
[zsc's solution](#)

154.

785B

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

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2017-05-03 · GNU C++11 (first AC) · Tags: greedy, sortings
[zsc's solution](#)

155.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-04-18 · GNU C++11 (first AC) · Tags: brute force, greedy
[zsc's solution](#)

156.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-04-17 · GNU C++11 (first AC) · Tags: data structures, implementation
[zsc's solution](#)

157.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,659 global accepts · Rating: 1100 · first AC: 2017-04-17 · GNU C++11 (first AC) · Tags: brute force
[zsc's solution](#)

158.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: implementation, sortings
[zsc's solution](#)

159.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-03-13 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory
[zsc's solution](#)

160.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings
[zsc's solution](#)

161.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-25 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
[zsc's solution](#)

162.

754B

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

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-02-09 · GNU C++11 (first AC) · Tags: brute force, implementation
[zsc's solution](#)

163.

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2016-12-04 · GNU C++11 (first AC) · Tags: greedy, number theory, sortings
[zsc's solution](#)

164.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: math
[zsc's solution](#)

165.

731B

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

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-10-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[zsc's solution](#)

166.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: implementation, math, sortings, strings
[zsc's solution](#)

167.

723B

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

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings
[zsc's solution](#)

168.

712B

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

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: implementation, strings
[zsc's solution](#)

169.

714A

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

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: implementation, math
[zsc's solution](#)

170.

719A

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

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: implementation
[zsc's solution](#)

171.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: games, math
[zsc's solution](#)

172.

706B

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

Quality: 84,453 global accepts · Rating: 1100 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, dp, implementation
[zsc's solution](#)

173.

686B

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

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2016-06-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings
[zsc's solution](#)

174.

682A

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

Quality: 23,994 global accepts · Rating: 1100 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory
[zsc's solution](#)

175.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-16 · GNU C++ (first AC) · Tags: math
[zsc's solution](#)

176.

667B

[Coat of Anticubism](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2016-05-06 · GNU C++ (first AC) · Tags: constructive algorithms, geometry
[zsc's solution](#)

177.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2016-05-06 · GNU C++ (first AC) · Tags: geometry, math
[zsc's solution](#)

178.

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: brute force, implementation
[zsc's solution](#)

179.

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
[zsc's solution](#)

180.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: math
[zsc's solution](#)

181.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,917 global accepts · Rating: 1100 · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: combinatorics, math
[zsc's solution](#)

182.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1100 · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: math, number theory
[zsc's solution](#)

183.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2015-12-21 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[zsc's solution](#)

184.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: brute force, implementation
[zsc's solution](#)

185.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: greedy, implementation
[zsc's solution](#)

186.

596A

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

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: geometry, implementation
[zsc's solution](#)

187.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2015-11-12 · GNU C++ (first AC) · Tags: brute force
[zsc's solution](#)

188.

501B

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

Quality: 19,423 global accepts · Rating: 1100 · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: data structures, dsu, strings
[zsc's solution](#)

189.

505A

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

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: brute force, implementation, strings
[zsc's solution](#)

190.

581B

[Luxurious Houses](#) · [Tutorial](#)

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

191.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,926 global accepts · Rating: 1100 · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math
[zsc's solution](#)

192.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-09-22 · GNU C++ (first AC) · Tags: greedy
[zsc's solution](#)

193.

556B

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

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2015-09-04 · GNU C++ (first AC) · Tags: brute force, implementation
[zsc's solution](#)

194.

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-09-02 · GNU C++ (first AC) · Tags: greedy, implementation, math
[zsc's solution](#)

195.

558A

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

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-09-01 · GNU C++ (first AC) · Tags: brute force, implementation, sortings
[zsc's solution](#)

196.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2015-08-31 · GNU C++ (first AC) · Tags: implementation

[zsc's solution](#)

197.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2015-03-27 · GNU C++ (first AC) · Tags: greedy, hashing, strings

[zsc's solution](#)

198.

527A

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

Quality: 15,552 global accepts · Rating: 1100 · first AC: 2015-03-18 · GNU C++ (first AC) · Tags: implementation, math

[zsc's solution](#)

199.

522B

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

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: *special, data structures, dp, implementation

[zsc's solution](#)

200.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2015-03-04 · GNU C++ (first AC) · Tags: brute force

[zsc's solution](#)

201.

519B

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

Quality: 43,710 global accepts · Rating: 1100 · first AC: 2015-03-01 · GNU C++ (first AC) · Tags: data structures, implementation, sortings

[zsc's solution](#)

202.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · FPC (first AC) · Tags: greedy

[zsc's solution](#)

203.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,502 global accepts · Rating: 1100 · first AC: 2013-05-30 · FPC (first AC) · Tags: dp, implementation

[zsc's solution](#)

204.

300A

[Array](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1100 · first AC: 2013-04-25 · FPC (first AC) · Tags: brute force, constructive algorithms, implementation

[zsc's solution](#)

205.

292A

[SMSC](#) · [Tutorial](#)

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

[zsc's solution](#)

206.

296A

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

Quality: 26,039 global accepts · Rating: 1100 · first AC: 2013-04-11 · FPC (first AC) · Tags: greedy, math

[zsc's solution](#)

207.

289A

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

Quality: 10,327 global accepts · Rating: 1100 · first AC: 2013-04-02 · FPC (first AC) · Tags: brute force, implementation
[zsc's solution](#)

208.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,984 global accepts · Rating: 1100 · first AC: 2013-03-24 · FPC (first AC) · Tags: brute force, implementation
[zsc's solution](#)

209.

285A

[Slightly Decreasing Permutations](#) · [Tutorial](#)

Quality: 14,138 global accepts · Rating: 1100 · first AC: 2013-03-21 · FPC (first AC) · Tags: greedy, implementation
[zsc's solution](#)

210.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zsc's solution](#)

211.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[zsc's solution](#)

212.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,637 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zsc's solution](#)

213.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[zsc's solution](#)

214.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,407 global accepts · Rating: 1200 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[zsc's solution](#)

215.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[zsc's solution](#)

216.

828A

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

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-15 · GNU C++11 (first AC) · Tags: implementation
[zsc's solution](#)

217.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2017-06-15 · last AC: 2017-06-15 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[zsc's solution](#)

218.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-02 · GNU C++11 (first AC) · Tags: implementation
[zsc's solution](#)

219.

811B

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

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-31 · GNU C++11 (first AC) · Tags: implementation, sortings
[zsc's solution](#)

220.

794B

[Cutting Carrot](#) · [Tutorial](#)

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

221.

803B

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

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms
[zsc's solution](#)

222.

795C

[Maximum Number](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, greedy
[zsc's solution](#)

223.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[zsc's solution](#)

224.

769B

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

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: *special, greedy, two pointers
[zsc's solution](#)

225.

779C

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

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings
[zsc's solution](#)

226.

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-25 · GNU C++11 (first AC) · Tags: math
[zsc's solution](#)

227.

776B

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

Quality: 25,730 global accepts · Rating: 1200 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory
[zsc's solution](#)

228.

754A

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

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2017-02-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[zsc's solution](#)

229.

749B

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

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2017-02-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry
[zsc's solution](#)

230.

743B

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

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation
[zsc's solution](#)

231.

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[zsc's solution](#)

232.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2016-12-05 · GNU C++11 (first AC) · Tags: implementation, sortings
[zsc's solution](#)

233.

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms
[zsc's solution](#)

234.

738B

[Spotlights](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[zsc's solution](#)

235.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-30 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[zsc's solution](#)

236.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation, math
[zsc's solution](#)

237.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: implementation, strings
[zsc's solution](#)

238.

714B

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

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: implementation, sortings
[zsc's solution](#)

239.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[zsc's solution](#)

240.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: sortings

[zsc's solution](#)

241.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-04-11 · GNU C++11 (first AC) · Tags: greedy, implementation

[zsc's solution](#)

242.

655B

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

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

[zsc's solution](#)

243.

655A

[Amity Assessment](#) · [Tutorial](#)

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

[zsc's solution](#)

244.

631B

[Print Check](#) · [Tutorial](#)

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

[zsc's solution](#)

245.

632A

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

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

[zsc's solution](#)

246.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: games, math

[zsc's solution](#)

247.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: math

[zsc's solution](#)

248.

612B

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

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation, math

[zsc's solution](#)

249.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-05 · GNU C++ (first AC) · Tags: brute force, implementation

[zsc's solution](#)

250.

492B

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

Quality: 90,190 global accepts · Rating: 1200 · first AC: 2015-10-30 · GNU C++ (first AC) · Tags: binary search, implementation, math, sortings
[zsc's solution](#)

251.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2015-09-14 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, sortings
[zsc's solution](#)

252.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1200 · first AC: 2015-09-02 · GNU C++ (first AC) · Tags: brute force, greedy, strings
[zsc's solution](#)

253.

560B

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

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2015-08-31 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[zsc's solution](#)

254.

574A

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

Quality: 9,524 global accepts · Rating: 1200 · first AC: 2015-08-31 · GNU C++ (first AC) · Tags: greedy, implementation
[zsc's solution](#)

255.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,072 global accepts · Rating: 1200 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: implementation, math
[zsc's solution](#)

256.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: *special, dfs and similar, dp, graphs, trees
[zsc's solution](#)

257.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,316 global accepts · Rating: 1200 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: greedy, implementation
[zsc's solution](#)

258.

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2013-05-12 · FPC (first AC) · Tags: brute force, math
[zsc's solution](#)

259.

302B

[Eugeny and Play List](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2013-05-05 · FPC (first AC) · Tags: binary search, implementation, two pointers
[zsc's solution](#)

260.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2013-04-15 · FPC (first AC) · Tags: graphs, implementation
[zsc's solution](#)

261.

285C

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

Quality: 26,334 global accepts · Rating: 1200 · first AC: 2013-03-25 · FPC (first AC) · Tags: greedy, implementation, sortings

[zsc's solution](#)

262.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2013-03-22 · FPC (first AC) · Tags: implementation

[zsc's solution](#)

263.

953A

[2-3-numbers](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

264.

900B

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

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zsc's solution](#)

265.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,270 global accepts · Rating: 1300 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[zsc's solution](#)

266.

897B

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

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[zsc's solution](#)

267.

883F

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

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zsc's solution](#)

268.

889A

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

Rating: 1300 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[zsc's solution](#)

269.

871A

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

Rating: 1300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[zsc's solution](#)

270.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-15 · GNU C++11 (first AC) · Tags: implementation

[zsc's solution](#)

271.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2017-05-24 · GNU C++11 (first AC) · Tags: greedy, sortings

[zsc's solution](#)

272.

808B

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

Quality: 14,873 global accepts · Rating: 1300 · first AC: 2017-05-24 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[zsc's solution](#)

273.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,210 global accepts · Rating: 1300 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: brute force, dp, strings

[zsc's solution](#)

274.

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-05-10 · GNU C++11 (first AC) · Tags: brute force, implementation

[zsc's solution](#)

275.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-05-05 · GNU C++11 (first AC) · Tags: implementation

[zsc's solution](#)

276.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[zsc's solution](#)

277.

770B

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

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2017-05-03 · last AC: 2017-05-03 · GNU C++11 (first AC) · Tags: *special, implementation, math

[zsc's solution](#)

278.

761B

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

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[zsc's solution](#)

279.

792B

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

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: implementation

[zsc's solution](#)

280.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[zsc's solution](#)

281.

777B

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

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[zsc's solution](#)

282.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: implementation

[zsc's solution](#)

283.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: geometry, implementation
[zsc's solution](#)

284.

740A

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

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-12-04 · GNU C++11 (first AC) · Tags: brute force, implementation
[zsc's solution](#)

285.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-10-23 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[zsc's solution](#)

286.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: brute force, implementation
[zsc's solution](#)

287.

716B

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

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: greedy, two pointers
[zsc's solution](#)

288.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: graphs
[zsc's solution](#)

289.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: brute force
[zsc's solution](#)

290.

673B

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

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2016-05-26 · GNU C++ (first AC) · Tags: greedy, implementation
[zsc's solution](#)

291.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation, sortings
[zsc's solution](#)

292.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[zsc's solution](#)

293.

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-04-11 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[zsc's solution](#)

294.

653B

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

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

[zsc's solution](#)

295.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 1300 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[zsc's solution](#)

296.

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

[zsc's solution](#)

297.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: math

[zsc's solution](#)

298.

630F

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

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: combinatorics, math

[zsc's solution](#)

299.

626B

[Cards](#) · [Tutorial](#)

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

[zsc's solution](#)

300.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 1300 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: combinatorics

[zsc's solution](#)

301.

611B

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

Quality: 11,065 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[zsc's solution](#)

302.

612A

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

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[zsc's solution](#)

303.

610B

[Vika and Squares](#) · [Tutorial](#)

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

[zsc's solution](#)

304.

598B

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

Quality: 12,201 global accepts · Rating: 1300 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: implementation, strings

[zsc's solution](#)

305.

600B

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

Quality: 39,167 global accepts · Rating: 1300 · first AC: 2015-11-27 · GNU C++ (first AC) · Tags: binary search, data structures, sortings, two

pointers

[zsc's solution](#)

306.

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2015-10-30 · GNU C++ (first AC) · Tags: implementation

[zsc's solution](#)

307.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,518 global accepts · Rating: 1300 · first AC: 2015-09-22 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[zsc's solution](#)

308.

558B

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

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2015-09-01 · GNU C++ (first AC) · Tags: implementation

[zsc's solution](#)

309.

567B

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

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-09-01 · GNU C++ (first AC) · Tags: implementation

[zsc's solution](#)

310.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 1300 · first AC: 2015-08-31 · GNU C++ (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[zsc's solution](#)

311.

573A

[Bear and Poker](#) · [Tutorial](#)

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

[zsc's solution](#)

312.

572B

[Order Book](#) · [Tutorial](#)

Quality: 8,212 global accepts · Rating: 1300 · first AC: 2015-08-25 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, sortings

[zsc's solution](#)

313.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-09 · GNU C++ (first AC) · Tags: brute force, implementation

[zsc's solution](#)

314.

508B

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

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2015-03-04 · GNU C++ (first AC) · Tags: greedy, math, strings

[zsc's solution](#)

315.

515B

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

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[zsc's solution](#)

316.

519C

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

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-03-01 · GNU C++ (first AC) · Tags: greedy, implementation, math, number theory
[zsc's solution](#)

317.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation
[zsc's solution](#)

318.

318B

[Strings of Power](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1300 · first AC: 2013-06-16 · FPC (first AC) · Tags: implementation, strings, two pointers
[zsc's solution](#)

319.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2013-05-26 · FPC (first AC) · Tags: constructive algorithms, implementation
[zsc's solution](#)

320.

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2013-05-12 · FPC (first AC) · Tags: brute force, implementation
[zsc's solution](#)

321.

304C

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

Rating: 1300 · first AC: 2013-05-12 · FPC (first AC) · Tags: constructive algorithms
[zsc's solution](#)

322.

291B

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

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-14 · FPC (first AC) · Tags: *special, implementation, strings
[zsc's solution](#)

323.

289C

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

Rating: 1300 · first AC: 2013-04-02 · FPC (first AC) · Tags: constructive algorithms, implementation
[zsc's solution](#)

324.

276B

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

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2013-02-24 · FPC (first AC) · Tags: games, greedy
[zsc's solution](#)

325.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[zsc's solution](#)

326.

920C

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

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

327.

888C

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

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[zsc's solution](#)

328.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2017-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[zsc's solution](#)

329.

803A

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

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms

[zsc's solution](#)

330.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: data structures, implementation

[zsc's solution](#)

331.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2017-05-10 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[zsc's solution](#)

332.

804B

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

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

[zsc's solution](#)

333.

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2017-05-03 · GNU C++11 (first AC) · Tags: *special, implementation

[zsc's solution](#)

334.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2017-03-19 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, two pointers

[zsc's solution](#)

335.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,797 global accepts · Rating: 1400 · first AC: 2017-03-19 · GNU C++11 (first AC) · Tags: math, number theory

[zsc's solution](#)

336.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-02-11 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[zsc's solution](#)

337.

752C

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

Rating: 1400 · first AC: 2017-02-08 · GNU C++11 (first AC) · Tags: greedy, shortest paths

[zsc's solution](#)

338.

745B

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

Quality: 3,878 global accepts · Rating: 1400 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: implementation

[zsc's solution](#)

339.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1400 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[zsc's solution](#)

340.

719B

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

Quality: 8,818 global accepts · Rating: 1400 · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: greedy

[zsc's solution](#)

341.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[zsc's solution](#)

342.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,948 global accepts · Rating: 1400 · first AC: 2016-09-01 · GNU C++11 (first AC) · Tags: dp

[zsc's solution](#)

343.

710B

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

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-09-01 · GNU C++11 (first AC) · Tags: brute force, sortings

[zsc's solution](#)

344.

711B

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

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

[zsc's solution](#)

345.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,057 global accepts · Rating: 1400 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation, math

[zsc's solution](#)

346.

689A

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

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2016-07-06 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[zsc's solution](#)

347.

679A

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

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

[zsc's solution](#)

348.

677B

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

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-02 · GNU C++ (first AC) · Tags: implementation, math

[zsc's solution](#)

349.

675B

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

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

[zsc's solution](#)

350.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,991 global accepts · Rating: 1400 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[zsc's solution](#)

351.

668A

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

Rating: 1400 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: implementation

[zsc's solution](#)

352.

665B

[Shopping](#) · [Tutorial](#)

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

[zsc's solution](#)

353.

652A

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

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

[zsc's solution](#)

354.

650A

[Watchmen](#) · [Tutorial](#)

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

[zsc's solution](#)

355.

632B

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

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[zsc's solution](#)

356.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: implementation, math

[zsc's solution](#)

357.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: combinatorics, math

[zsc's solution](#)

358.

612C

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

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: data structures, expression parsing, math

[zsc's solution](#)

359.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[zsc's solution](#)

360.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,465 global accepts · Rating: 1400 · first AC: 2015-10-30 · GNU C++ (first AC) · Tags: greedy, sortings

[zsc's solution](#)

361.

493B

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

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2015-10-30 · GNU C++ (first AC) · Tags: implementation

[zsc's solution](#)

362.

505B

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

Quality: 14,981 global accepts · Rating: 1400 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, graphs

[zsc's solution](#)

363.

581C

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

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

[zsc's solution](#)

364.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: dp, greedy, math

[zsc's solution](#)

365.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,380 global accepts · Rating: 1400 · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: brute force, implementation

[zsc's solution](#)

366.

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-09-14 · GNU C++ (first AC) · Tags: brute force, dfs and similar, games

[zsc's solution](#)

367.

550B

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

Quality: 27,450 global accepts · Rating: 1400 · first AC: 2015-09-04 · GNU C++ (first AC) · Tags: bitmasks, brute force

[zsc's solution](#)

368.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[zsc's solution](#)

369.

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-09 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation

[zsc's solution](#)

370.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2015-03-27 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math, strings

[zsc's solution](#)

371.

523C

[Name Quest](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1400 · first AC: 2015-03-18 · GNU C++ (first AC) · Tags: *special, greedy

[zsc's solution](#)

372.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,183 global accepts · Rating: 1400 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[zsc's solution](#)

373.

514B

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

Quality: 22,634 global accepts · Rating: 1400 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: brute force, data structures, geometry, implementation, math

[zsc's solution](#)

374.

518B

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

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-03-01 · GNU C++ (first AC) · Tags: greedy, implementation, strings

[zsc's solution](#)

375.

516A

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

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

[zsc's solution](#)

376.

513B1

[Permutations](#) · [Tutorial](#)

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

[zsc's solution](#)

377.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,685 global accepts · Rating: 1400 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: geometry, math

[zsc's solution](#)

378.

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: greedy, sortings

[zsc's solution](#)

379.

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2013-08-22 · FPC (first AC) · Tags: greedy, math, number theory

[zsc's solution](#)

380.

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2013-06-12 · FPC (first AC) · Tags: math

[zsc's solution](#)

381.

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,942 global accepts · Rating: 1400 · first AC: 2013-05-30 · FPC (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[zsc's solution](#)

382.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,008 global accepts · Rating: 1400 · first AC: 2013-04-12 · FPC (first AC) · Tags: data structures, implementation

[zsc's solution](#)

383.

289B

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

Quality: 18,963 global accepts · Rating: 1400 · first AC: 2013-04-02 · FPC (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[zsc's solution](#)

384.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · FPC (first AC) · Tags: *special, implementation

[zsc's solution](#)

385.

290A

[Mysterious strings](#) · [Tutorial](#)

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2013-04-01 · FPC (first AC) · Tags: *special, implementation

[zsc's solution](#)

386.

286A

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

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2013-03-24 · FPC (first AC) · Tags: constructive algorithms, math

[zsc's solution](#)

387.

284A

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

Quality: 7,346 global accepts · Rating: 1400 · first AC: 2013-03-18 · FPC (first AC) · Tags: implementation, math, number theory

[zsc's solution](#)

388.

278C

[Learning Languages](#) · [Tutorial](#)

Rating: 1400 · first AC: 2013-02-28 · FPC (first AC) · Tags: dsu

[zsc's solution](#)

389.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zsc's solution](#)

390.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,280 global accepts · Rating: 1500 · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[zsc's solution](#)

391.

877B

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

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[zsc's solution](#)

392.

875B

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

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

[zsc's solution](#)

393.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-09 · GNU C++11 (first AC) · Tags: greedy

[zsc's solution](#)

394.

825D

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

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-23 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[zsc's solution](#)

395.

817B

[Makes And The Product](#) · [Tutorial](#)

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

[zsc's solution](#)

396.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2017-06-02 · GNU C++11 (first AC) · Tags: binary search, sortings

[zsc's solution](#)

397.

809A

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

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-24 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[zsc's solution](#)

398.

791B

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

Rating: 1500 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[zsc's solution](#)

399.

790A

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

Rating: 1500 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[zsc's solution](#)

400.

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,936 global accepts · Rating: 1500 · first AC: 2017-05-03 · GNU C++11 (first AC) · Tags: *special, dfs and similar, graphs, implementation

[zsc's solution](#)

401.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[zsc's solution](#)

402.

760B

[Frodo and pillows](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2017-03-13 · GNU C++11 (first AC) · Tags: binary search, greedy

[zsc's solution](#)

403.

752B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-02-08 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[zsc's solution](#)

404.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2017-02-08 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[zsc's solution](#)

405.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[zsc's solution](#)

406.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 1500 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[zsc's solution](#)

407.

743C

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

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[zsc's solution](#)

408.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[zsc's solution](#)

409.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[zsc's solution](#)

410.

707C

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

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: math, number theory

[zsc's solution](#)

411.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[zsc's solution](#)

412.

149C

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

Quality: 5,733 global accepts · Rating: 1500 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[zsc's solution](#)

413.

148B

[Escape](#) · [Tutorial](#)

Quality: 6,015 global accepts · Rating: 1500 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: implementation, math

[zsc's solution](#)

414.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[zsc's solution](#)

415.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math

[zsc's solution](#)

416.

696A

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

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++ (first AC) · Tags: brute force, data structures, implementation, trees

[zsc's solution](#)

417.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[zsc's solution](#)

418.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-02 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[zsc's solution](#)

419.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: implementation, math

[zsc's solution](#)

420.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: binary search, dp, strings, two pointers

[zsc's solution](#)

421.

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: brute force, data structures, implementation

[zsc's solution](#)

422.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

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

[zsc's solution](#)

423.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2016-04-11 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[zsc's solution](#)

424.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 1500 · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: math, number theory

[zsc's solution](#)

425.

611C

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

Quality: 9,023 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[zsc's solution](#)

426.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2015-12-21 · GNU C++11 (first AC) · Tags: implementation, math

[zsc's solution](#)

427.

599B

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

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: implementation

[zsc's solution](#)

428.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2015-11-11 · GNU C++ (first AC) · Tags: dsu, implementation

[zsc's solution](#)

429.

566F

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

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: dp, math, number theory

[zsc's solution](#)

430.

587A

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

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

[zsc's solution](#)

431.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: greedy

[zsc's solution](#)

432.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[zsc's solution](#)

433.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,669 global accepts · Rating: 1500 · first AC: 2015-10-06 · GNU C++ (first AC) · Tags: combinatorics

[zsc's solution](#)

434.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,464 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[zsc's solution](#)

435.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,925 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers

[zsc's solution](#)

436.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,869 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++ (first AC) · Tags: dp, greedy

[zsc's solution](#)

437.

577C

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

Rating: 1500 · first AC: 2015-09-14 · GNU C++ (first AC) · Tags: implementation, number theory

[zsc's solution](#)

438.

550C

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

Quality: 32,138 global accepts · Rating: 1500 · first AC: 2015-09-04 · GNU C++ (first AC) · Tags: brute force, dp, math

[zsc's solution](#)

439.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,642 global accepts · Rating: 1500 · first AC: 2015-09-04 · GNU C++ (first AC) · Tags: brute force, dp, greedy, implementation, strings

[zsc's solution](#)

440.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-09-02 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math, sortings

[zsc's solution](#)

441.

574B

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

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2015-08-31 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[zsc's solution](#)

442.

555A

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

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

[zsc's solution](#)

443.

553A

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

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-25 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[zsc's solution](#)

444.

527B

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

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2015-03-19 · GNU C++ (first AC) · Tags: greedy

[zsc's solution](#)

445.

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: binary search, data structures, implementation

[zsc's solution](#)

446.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: data structures, implementation

[zsc's solution](#)

447.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,207 global accepts · Rating: 1500 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: dfs and similar

[zsc's solution](#)

448.

520C

[DNA Alignment](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 1500 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: math, strings

[zsc's solution](#)

449.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: greedy

[zsc's solution](#)

450.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · FPC (first AC) · Tags: brute force, data structures

[zsc's solution](#)

451.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · FPC (first AC) · Tags: brute force, dfs and similar

[zsc's solution](#)

452.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2013-04-26 · FPC (first AC) · Tags: brute force, dfs and similar, graphs

[zsc's solution](#)

453.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2013-04-23 · FPC (first AC) · Tags: games, greedy

[zsc's solution](#)

454.

289D

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

Rating: 1500 · first AC: 2013-04-02 · FPC (first AC) · Tags: brute force, combinatorics, dfs and similar, math

[zsc's solution](#)

455.

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2013-04-01 · FPC (first AC) · Tags: *special, implementation

[zsc's solution](#)

456.

278B

[New Problem](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1500 · first AC: 2013-02-28 · FPC (first AC) · Tags: brute force, strings

[zsc's solution](#)

457.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,552 global accepts · Rating: 1500 · first AC: 2013-02-24 · FPC (first AC) · Tags: data structures, greedy, implementation, sortings

[zsc's solution](#)

458.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[zsc's solution](#)

459.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zsc's solution](#)

460.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[zsc's solution](#)

461.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[zsc's solution](#)

462.

888D

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

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[zsc's solution](#)

463.

879C

[Short Program](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graph matchings

[zsc's solution](#)

464.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zsc's solution](#)

465.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[zsc's solution](#)

466.

825C

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

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2017-07-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[zsc's solution](#)

467.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-15 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[zsc's solution](#)

468.

817C

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

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

[zsc's solution](#)

469.

178B2

[Greedy Merchants](#) · [Tutorial](#)

Quality: 770 global accepts · Rating: 1600 · first AC: 2017-06-03 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

470.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[zsc's solution](#)

471.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-05-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[zsc's solution](#)

472.

785C

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

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2017-05-03 · GNU C++11 (first AC) · Tags: binary search, math

[zsc's solution](#)

473.

782B

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

Rating: 1600 · first AC: 2017-05-03 · GNU C++11 (first AC) · Tags: binary search, ternary search

[zsc's solution](#)

474.

781A

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

Rating: 1600 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[zsc's solution](#)

475.

753B

[Interactive Bulls and Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 1600 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[zsc's solution](#)

476.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[zsc's solution](#)

477.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[zsc's solution](#)

478.

788A

[Functions again](#) · [Tutorial](#)

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

[zsc's solution](#)

479.

760D

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-13 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[zsc's solution](#)

480.

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[zsc's solution](#)

481.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[zsc's solution](#)

482.

750C

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

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

[zsc's solution](#)

483.

741B

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

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

[zsc's solution](#)

484.

741A

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

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

[zsc's solution](#)

485.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: math, number theory

[zsc's solution](#)

486.

736A

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

Rating: 1600 · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[zsc's solution](#)

487.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-11-17 · GNU C++11 (first AC) · Tags: data structures, hashing

[zsc's solution](#)

488.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-11-16 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers

[zsc's solution](#)

489.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings

[zsc's solution](#)

490.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2016-10-30 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[zsc's solution](#)

491.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-10-23 · GNU C++ (first AC) · Tags: implementation
[zsc's solution](#)

492.

725C

[Hidden Word](#) · [Tutorial](#)

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

493.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: data structures, dsu
[zsc's solution](#)

494.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation
[zsc's solution](#)

495.

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1600 · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: greedy
[zsc's solution](#)

496.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: greedy, math
[zsc's solution](#)

497.

715A

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

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

498.

705C

[Thor](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[zsc's solution](#)

499.

149B

[Martian Clock](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 1600 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: implementation
[zsc's solution](#)

500.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: dp, strings

[zsc's solution](#)

501.

689B

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

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-06 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[zsc's solution](#)

502.

682C

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

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[zsc's solution](#)

503.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,826 global accepts · Rating: 1600 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy

[zsc's solution](#)

504.

678C

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

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

[zsc's solution](#)

505.

678B

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

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

[zsc's solution](#)

506.

674B

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

Rating: 1600 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[zsc's solution](#)

507.

665A

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

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

[zsc's solution](#)

508.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2016-04-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[zsc's solution](#)

509.

657A

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

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

[zsc's solution](#)

510.

655C

[Enduring Exodus](#) · [Tutorial](#)

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

[zsc's solution](#)

511.

615B

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

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: dp, graphs

[zsc's solution](#)

512.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: combinatorics, math

[zsc's solution](#)

513.

626C

[Block Towers](#) · [Tutorial](#)

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

[zsc's solution](#)

514.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1600 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: implementation

[zsc's solution](#)

515.

607A

[Chain Reaction](#) · [Tutorial](#)

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

[zsc's solution](#)

516.

605A

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

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

[zsc's solution](#)

517.

603A

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

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

[zsc's solution](#)

518.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++ (first AC) · Tags: implementation, strings

[zsc's solution](#)

519.

601A

[The Two Routes](#) · [Tutorial](#)

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

[zsc's solution](#)

520.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: sortings

[zsc's solution](#)

521.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1600 · first AC: 2015-11-12 · GNU C++ (first AC) · Tags: dp, greedy, sortings

[zsc's solution](#)

522.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2015-11-12 · GNU C++ (first AC) · Tags: math

[zsc's solution](#)

523.

595B

[Pasha and Phone](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1600 · first AC: 2015-11-10 · GNU C++ (first AC) · Tags: binary search, math

[zsc's solution](#)

524.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2015-11-05 · GNU C++ (first AC) · Tags: geometry, sortings

[zsc's solution](#)

525.

493C

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

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2015-10-30 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[zsc's solution](#)

526.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zsc's solution](#)

527.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[zsc's solution](#)

528.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: math

[zsc's solution](#)

529.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2015-08-31 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[zsc's solution](#)

530.

573B

[Bear and Blocks](#) · [Tutorial](#)

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

[zsc's solution](#)

531.

568A

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

Quality: 5,403 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory

[zsc's solution](#)

532.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++ (first AC) · Tags: brute force, geometry, math

[zsc's solution](#)

533.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, implementation, math

[zsc's solution](#)

534.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2015-03-27 · GNU C++ (first AC) · Tags: greedy, math, sortings

[zsc's solution](#)

535.

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2015-03-18 · GNU C++ (first AC) · Tags: *special, data structures, implementation

[zsc's solution](#)

536.

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2015-03-04 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[zsc's solution](#)

537.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,165 global accepts · Rating: 1600 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: dfs and similar, graphs, sortings

[zsc's solution](#)

538.

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-03-01 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[zsc's solution](#)

539.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-03-01 · GNU C++ (first AC) · Tags: constructive algorithms, strings

[zsc's solution](#)

540.

477A

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

Rating: 1600 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: math

[zsc's solution](#)

541.

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2013-08-22 · FPC (first AC) · Tags: binary search, greedy, math, matrices, number theory

[zsc's solution](#)

542.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-16 · FPC (first AC) · Tags: greedy, math, number theory

[zsc's solution](#)

543.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-15 · FPC (first AC) · Tags: brute force

[zsc's solution](#)

544.

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2013-06-12 · FPC (first AC) · Tags: dfs and similar, dp

[zsc's solution](#)

545.

305C

[Ivan and Powers of Two](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2013-05-20 · FPC (first AC) · Tags: greedy, implementation

[zsc's solution](#)

546.

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,223 global accepts · Rating: 1600 · first AC: 2013-05-19 · FPC (first AC) · Tags: brute force, constructive algorithms, implementation

[zsc's solution](#)

547.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2013-04-20 · FPC (first AC) · Tags: constructive algorithms, greedy

[zsc's solution](#)

548.

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-14 · FPC (first AC) · Tags: *special, greedy

[zsc's solution](#)

549.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-14 · FPC (first AC) · Tags: *special, bitmasks, brute force, implementation

[zsc's solution](#)

550.

283A

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

Quality: 6,873 global accepts · Rating: 1600 · first AC: 2013-03-18 · FPC (first AC) · Tags: constructive algorithms, data structures, implementation

[zsc's solution](#)

551.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zsc's solution](#)

552.

926C

[Is This a Zebra?](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2018-03-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zsc's solution](#)

553.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[zsc's solution](#)

554.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two

pointers

[zsc's solution](#)

555.

896A

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

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar

[zsc's solution](#)

556.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-07-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[zsc's solution](#)

557.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, strings

[zsc's solution](#)

558.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-07-06 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[zsc's solution](#)

559.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,142 global accepts · Rating: 1700 · first AC: 2017-06-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[zsc's solution](#)

560.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[zsc's solution](#)

561.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,842 global accepts · Rating: 1700 · first AC: 2017-05-10 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[zsc's solution](#)

562.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: *special

[zsc's solution](#)

563.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, math

[zsc's solution](#)

564.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[zsc's solution](#)

565.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-

middle

[zsc's solution](#)

566.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths

[zsc's solution](#)

567.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2017-04-18 · GNU C++11 (first AC) · Tags: binary search, greedy, strings

[zsc's solution](#)

568.

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-04-17 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, strings

[zsc's solution](#)

569.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[zsc's solution](#)

570.

760C

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

Rating: 1700 · first AC: 2017-03-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zsc's solution](#)

571.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-03-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, implementation, math

[zsc's solution](#)

572.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, math

[zsc's solution](#)

573.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[zsc's solution](#)

574.

739A

[Alyona and mex](#) · [Tutorial](#)

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

[zsc's solution](#)

575.

737A

[Road to Cinema](#) · [Tutorial](#)

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

[zsc's solution](#)

576.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[zsc's solution](#)

577.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-16 · GNU C++11 (first AC) · Tags: implementation
[zsc's solution](#)

578.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-30 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings
[zsc's solution](#)

579.

718A

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

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: dp, implementation, math
[zsc's solution](#)

580.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp
[zsc's solution](#)

581.

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[zsc's solution](#)

582.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: geometry, math
[zsc's solution](#)

583.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++ (first AC) · Tags: dfs and similar, math, probabilities, trees
[zsc's solution](#)

584.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-06 · GNU C++ (first AC) · Tags: binary search, combinatorics, math
[zsc's solution](#)

585.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp, math
[zsc's solution](#)

586.

678D

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

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-06-14 · GNU C++ (first AC) · Tags: math, number theory
[zsc's solution](#)

587.

670E

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

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: data structures, dsu, strings
[zsc's solution](#)

588.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special, implementation
[zsc's solution](#)

589.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers
[zsc's solution](#)

590.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: data structures, sortings
[zsc's solution](#)

591.

632C

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

Quality: 10,431 global accepts · Rating: 1700 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: sortings, strings
[zsc's solution](#)

592.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures
[zsc's solution](#)

593.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: dp, math
[zsc's solution](#)

594.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: geometry, math
[zsc's solution](#)

595.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: combinatorics, math
[zsc's solution](#)

596.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[zsc's solution](#)

597.

598D

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

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[zsc's solution](#)

598.

605B

[Lazy Student](#) · [Tutorial](#)

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

[zsc's solution](#)

599.

596C

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

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: combinatorics, greedy, sortings

[zsc's solution](#)

600.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2015-11-11 · GNU C++ (first AC) · Tags: brute force, math, number theory, strings

[zsc's solution](#)

601.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1700 · first AC: 2015-10-30 · GNU C++ (first AC) · Tags: constructive algorithms, games, math

[zsc's solution](#)

602.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-30 · GNU C++ (first AC) · Tags: implementation

[zsc's solution](#)

603.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: geometry

[zsc's solution](#)

604.

585B

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

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

[zsc's solution](#)

605.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings

[zsc's solution](#)

606.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, number theory

[zsc's solution](#)

607.

581D

[Three Logos](#) · [Tutorial](#)

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

[zsc's solution](#)

608.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: brute force, greedy

[zsc's solution](#)

609.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: geometry, math

[zsc's solution](#)

610.

546D

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

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-09-14 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math, number theory

[zsc's solution](#)

611.

567D

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

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-09-01 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[zsc's solution](#)

612.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2015-09-01 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[zsc's solution](#)

613.

559B

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

Quality: 11,674 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++ (first AC) · Tags: divide and conquer, hashing, sortings, strings

[zsc's solution](#)

614.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-05-01 · GNU C++ (first AC) · Tags: greedy, implementation

[zsc's solution](#)

615.

518D

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

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2015-03-01 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[zsc's solution](#)

616.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: implementation, math, trees

[zsc's solution](#)

617.

305B

[Continued Fractions](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2013-05-19 · Python 2 (first AC) · Tags: brute force, implementation, math

[zsc's solution](#)

618.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2013-04-19 · FPC (first AC) · Tags: constructive algorithms

[zsc's solution](#)

619.

296D

[Greg and Graph](#) · [Tutorial](#)

Rating: 1700 · first AC: 2013-04-11 · FPC (first AC) · Tags: dp, graphs

[zsc's solution](#)

620.

288C

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

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2013-04-03 · FPC (first AC) · Tags: implementation, math

[zsc's solution](#)

621.

287B

[Pipeline](#) · [Tutorial](#)

Quality: 11,538 global accepts · Rating: 1700 · first AC: 2013-03-24 · FPC (first AC) · Tags: binary search, math

[zsc's solution](#)

622.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2013-03-18 · FPC (first AC) · Tags: dfs and similar, dp, graphs

[zsc's solution](#)

623.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, probabilities

[zsc's solution](#)

624.

894B

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

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[zsc's solution](#)

625.

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[zsc's solution](#)

626.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[zsc's solution](#)

627.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[zsc's solution](#)

628.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-09 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[zsc's solution](#)

629.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2017-07-15 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[zsc's solution](#)

630.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[zsc's solution](#)

631.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-06-06 · GNU C++11 (first AC) · Tags: brute force, math

[zsc's solution](#)

632.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[zsc's solution](#)

633.

799C

[Fountains](#) · [Tutorial](#)

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

[zsc's solution](#)

634.

784C

[INTERCALC](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 1800 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: *special, implementation

[zsc's solution](#)

635.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-04-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[zsc's solution](#)

636.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-04-18 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings

[zsc's solution](#)

637.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: geometry

[zsc's solution](#)

638.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: binary search, greedy

[zsc's solution](#)

639.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, strings

[zsc's solution](#)

640.

776C

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

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[zsc's solution](#)

641.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[zsc's solution](#)

642.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[zsc's solution](#)

643.

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[zsc's solution](#)

644.

727D

[T-shirts Distribution](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, greedy

[zsc's solution](#)

645.

730B

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

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive

[zsc's solution](#)

646.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[zsc's solution](#)

647.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: data structures, greedy

[zsc's solution](#)

648.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[zsc's solution](#)

649.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: dp, graphs

[zsc's solution](#)

650.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 1800 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[zsc's solution](#)

651.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: dp, games, math, probabilities

[zsc's solution](#)

652.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: greedy, sortings

[zsc's solution](#)

653.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[zsc's solution](#)

654.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[zsc's solution](#)

655.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[zsc's solution](#)

656.

687B

[Reminders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: chinese remainder theorem, math, number theory

[zsc's solution](#)

657.

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-05-16 · GNU C++ (first AC) · Tags: data structures, trees

[zsc's solution](#)

658.

671A

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

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-11 · GNU C++ (first AC) · Tags: dp, geometry, greedy, implementation

[zsc's solution](#)

659.

666A

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

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-05-06 · GNU C++ (first AC) · Tags: dp, implementation, strings

[zsc's solution](#)

660.

668B

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

Rating: 1800 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: implementation

[zsc's solution](#)

661.

665D

[Simple Subset](#) · [Tutorial](#)

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

[zsc's solution](#)

662.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, expression parsing, greedy, math

[zsc's solution](#)

663.

652D

[Nested Segments](#) · [Tutorial](#)

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

[zsc's solution](#)

664.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers

[zsc's solution](#)

665.

655D

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

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

[zsc's solution](#)

666.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[zsc's solution](#)

667.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: geometry, math

[zsc's solution](#)

668.

626D

[Jerry's Protest](#) · [Tutorial](#)

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

[zsc's solution](#)

669.

612D

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

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: greedy, sortings

[zsc's solution](#)

670.

610C

[Harmony Analysis](#) · [Tutorial](#)

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

[zsc's solution](#)

671.

603B

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

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

[zsc's solution](#)

672.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2015-12-01 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings
[zsc's solution](#)

673.

487A

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

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2015-11-12 · GNU C++ (first AC) · Tags: binary search, brute force, implementation
[zsc's solution](#)

674.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2015-11-10 · GNU C++ (first AC) · Tags: binary search, implementation, math, sortings
[zsc's solution](#)

675.

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2015-10-31 · GNU C++ (first AC) · Tags: math
[zsc's solution](#)

676.

585A

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

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: brute force, implementation
[zsc's solution](#)

677.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2015-10-06 · GNU C++ (first AC) · Tags: brute force, math, number theory
[zsc's solution](#)

678.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2015-09-22 · GNU C++ (first AC) · Tags: bitmasks, dp
[zsc's solution](#)

679.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 1800 · first AC: 2015-09-02 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, strings
[zsc's solution](#)

680.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2015-05-07 · GNU C++ (first AC) · Tags: dp
[zsc's solution](#)

681.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation
[zsc's solution](#)

682.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[zsc's solution](#)

683.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: dp, greedy

[zsc's solution](#)

684.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2015-03-01 · GNU C++ (first AC) · Tags: data structures, dp, two pointers

[zsc's solution](#)

685.

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

[zsc's solution](#)

686.

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

[zsc's solution](#)

687.

302C

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

Rating: 1800 · first AC: 2013-05-05 · FPC (first AC) · Tags: constructive algorithms

[zsc's solution](#)

688.

300C

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2013-04-25 · FPC (first AC) · Tags: brute force, combinatorics

[zsc's solution](#)

689.

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 1900 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, interactive

[zsc's solution](#)

690.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[zsc's solution](#)

691.

894C

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

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zsc's solution](#)

692.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[zsc's solution](#)

693.

883G

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

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[zsc's solution](#)

694.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2017-06-15 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[zsc's solution](#)

695.

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2017-05-31 · GNU C++11 (first AC) · Tags: dp, implementation

[zsc's solution](#)

696.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1900 · first AC: 2017-05-24 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[zsc's solution](#)

697.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: binary search, greedy

[zsc's solution](#)

698.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[zsc's solution](#)

699.

784F

[Crunching Numbers Just for You](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: *special, implementation

[zsc's solution](#)

700.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2017-05-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, trees

[zsc's solution](#)

701.

781B

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

Rating: 1900 · first AC: 2017-04-24 · GNU C++11 (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

[zsc's solution](#)

702.

792D

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

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: bitmasks, trees

[zsc's solution](#)

703.

757C

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

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-02-11 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, strings

[zsc's solution](#)

704.

746E

[Numbers Exchange](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 1900 · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[zsc's solution](#)

705.

750D

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

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

706.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive
[zsc's solution](#)

707.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-12-05 · GNU C++11 (first AC) · Tags: games, matrices, probabilities
[zsc's solution](#)

708.

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-12-05 · GNU C++11 (first AC) · Tags: dfs and similar
[zsc's solution](#)

709.

739B

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

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

710.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: graphs, greedy
[zsc's solution](#)

711.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2016-10-30 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math, number theory
[zsc's solution](#)

712.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: dp
[zsc's solution](#)

713.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: data structures, greedy, strings
[zsc's solution](#)

714.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[zsc's solution](#)

715.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,312 global accepts · Rating: 1900 · first AC: 2015-12-23 · last AC: 2016-09-09 · GNU C++11 (first AC) · Tags: dp

[zsc's solution](#)

716.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zsc's solution](#)

717.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[zsc's solution](#)

718.

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2016-08-12 · last AC: 2016-08-12 · GNU C++11 (first AC) · Tags: dp

[zsc's solution](#)

719.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: dp

[zsc's solution](#)

720.

702D

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

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: math

[zsc's solution](#)

721.

700A

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

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

[zsc's solution](#)

722.

687C

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

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

[zsc's solution](#)

723.

685B

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

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, trees

[zsc's solution](#)

724.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: dp, strings

[zsc's solution](#)

725.

656A

[Da Vinci Powers](#) · [Tutorial](#)

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

[zsc's solution](#)

726.

653C

[Bear and Up-Down](#) · [Tutorial](#)

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

[zsc's solution](#)

727.

650B

[Image Preview](#) · [Tutorial](#)

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

[zsc's solution](#)

728.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[zsc's solution](#)

729.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[zsc's solution](#)

730.

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[zsc's solution](#)

731.

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: math

[zsc's solution](#)

732.

599D

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

Quality: 2,729 global accepts · Rating: 1900 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: brute force, math

[zsc's solution](#)

733.

488B

[Candy Boxes](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 1900 · first AC: 2015-11-12 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math

[zsc's solution](#)

734.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1900 · first AC: 2015-11-12 · GNU C++ (first AC) · Tags: data structures, dp

[zsc's solution](#)

735.

490D

[Chocolate](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 1900 · first AC: 2015-11-11 · GNU C++ (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-

middle, number theory

[zsc's solution](#)

736.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: greedy, implementation

[zsc's solution](#)

737.

566D

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

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: data structures, dsu

[zsc's solution](#)

738.

500D

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

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[zsc's solution](#)

739.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[zsc's solution](#)

740.

506A

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

Rating: 1900 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: dp

[zsc's solution](#)

741.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · GNU C++ (first AC) · Tags: constructive algorithms, dp, matrices

[zsc's solution](#)

742.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[zsc's solution](#)

743.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2015-09-14 · GNU C++ (first AC) · Tags: combinatorics, data structures, dp, two pointers

[zsc's solution](#)

744.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-09-04 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[zsc's solution](#)

745.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-09-02 · GNU C++ (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[zsc's solution](#)

746.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2015-09-01 · GNU C++ (first AC) · Tags: brute force, graphs, greedy, math, shortest paths
[zsc's solution](#)

747.

568B

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

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

748.

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings
[zsc's solution](#)

749.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory
[zsc's solution](#)

750.

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
[zsc's solution](#)

751.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1900 · first AC: 2015-05-27 · GNU C++ (first AC) · Tags: binary search, data structures, dp, dsu
[zsc's solution](#)

752.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 1900 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: dp, probabilities
[zsc's solution](#)

753.

536B

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

Rating: 1900 · first AC: 2015-04-14 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings
[zsc's solution](#)

754.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · GNU C++ (first AC) · Tags: binary search, greedy, math
[zsc's solution](#)

755.

529E

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

Rating: 1900 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: brute force
[zsc's solution](#)

756.

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: brute force, greedy, sortings

[zsc's solution](#)

757.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp, math

[zsc's solution](#)

758.

477B

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

Rating: 1900 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: math

[zsc's solution](#)

759.

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2013-04-17 · FPC (first AC) · Tags: data structures, dfs and similar, dp, dsu

[zsc's solution](#)

760.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2013-04-15 · FPC (first AC) · Tags: data structures

[zsc's solution](#)

761.

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2013-03-25 · FPC (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle

[zsc's solution](#)

762.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2019-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[zsc's solution](#)

763.

952E

[Cheese Board](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2000 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special

[zsc's solution](#)

764.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[zsc's solution](#)

765.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[zsc's solution](#)

766.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[zsc's solution](#)

767.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[zsc's solution](#)

768.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[zsc's solution](#)

769.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[zsc's solution](#)

770.

896B

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

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[zsc's solution](#)

771.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zsc's solution](#)

772.

889B

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

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

[zsc's solution](#)

773.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[zsc's solution](#)

774.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, interactive

[zsc's solution](#)

775.

817E

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

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2017-06-15 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[zsc's solution](#)

776.

171C

[A Piece of Cake](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2000 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: *special, implementation

[zsc's solution](#)

777.

101C

[Vectors](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: implementation, math

[zsc's solution](#)

778.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[zsc's solution](#)

779.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,653 global accepts · Rating: 2000 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: dp, graphs

[zsc's solution](#)

780.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2017-05-10 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[zsc's solution](#)

781.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: *special, brute force, implementation

[zsc's solution](#)

782.

806B

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

Rating: 2000 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: brute force, greedy

[zsc's solution](#)

783.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2017-04-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[zsc's solution](#)

784.

766D

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

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2017-04-17 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[zsc's solution](#)

785.

669E

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

Rating: 2000 · first AC: 2017-04-06 · GNU C++11 (first AC) · Tags: data structures

[zsc's solution](#)

786.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[zsc's solution](#)

787.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[zsc's solution](#)

788.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games

[zsc's solution](#)

789.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2017-03-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[zsc's solution](#)

790.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: data structures

[zsc's solution](#)

791.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,752 global accepts · Rating: 2000 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[zsc's solution](#)

792.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[zsc's solution](#)

793.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2017-02-08 · GNU C++11 (first AC) · Tags: binary search, data structures

[zsc's solution](#)

794.

720A

[Closing ceremony](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2000 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: greedy

[zsc's solution](#)

795.

730I

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

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2016-10-23 · GNU C++ (first AC) · Tags: dp, flows, graphs, greedy

[zsc's solution](#)

796.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[zsc's solution](#)

797.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2016-09-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[zsc's solution](#)

798.

696C

[PLEASE](#) · [Tutorial](#)

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

[zsc's solution](#)

799.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2016-07-06 · GNU C++ (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[zsc's solution](#)

800.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[zsc's solution](#)

801.

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: graphs, implementation, shortest paths

[zsc's solution](#)

802.

671B

[Robin Hood](#) · [Tutorial](#)

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

[zsc's solution](#)

803.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-05-06 · GNU C++ (first AC) · Tags: graphs, shortest paths

[zsc's solution](#)

804.

668D

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

Rating: 2000 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: data structures

[zsc's solution](#)

805.

663B

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

Rating: 2000 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[zsc's solution](#)

806.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2016-04-11 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[zsc's solution](#)

807.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-26 · last AC: 2016-03-03 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math

[zsc's solution](#)

808.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: math, number theory

[zsc's solution](#)

809.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: dp, greedy, strings, trees
[zsc's solution](#)

810.

629D

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

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: data structures, dp
[zsc's solution](#)

811.

629C

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

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: dp, strings
[zsc's solution](#)

812.

6300

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: geometry
[zsc's solution](#)

813.

609D

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

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2015-12-21 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers
[zsc's solution](#)

814.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2015-11-12 · GNU C++ (first AC) · Tags: binary search, data structures, dp, two pointers
[zsc's solution](#)

815.

490E

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

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2015-11-11 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, implementation
[zsc's solution](#)

816.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2015-11-10 · GNU C++ (first AC) · Tags: math
[zsc's solution](#)

817.

542C

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

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, math
[zsc's solution](#)

818.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2015-10-19 · GNU C++ (first AC) · Tags: graphs, shortest paths
[zsc's solution](#)

819.

504B

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

Rating: 2000 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: binary search, data structures, math
[zsc's solution](#)

820.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2015-09-22 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths
[zsc's solution](#)

821.

578C

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

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

822.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2015-09-02 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[zsc's solution](#)

823.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · GNU C++ (first AC) · Tags: dp, greedy, sortings
[zsc's solution](#)

824.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: data structures, greedy, sortings
[zsc's solution](#)

825.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: dfs and similar
[zsc's solution](#)

826.

526C

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

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-09 · GNU C++ (first AC) · Tags: brute force, greedy, math
[zsc's solution](#)

827.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2015-03-18 · GNU C++ (first AC) · Tags: *special, data structures
[zsc's solution](#)

828.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: binary search, data structures, two pointers
[zsc's solution](#)

829.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,157 global accepts · Rating: 2000 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
[zsc's solution](#)

830.

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: data structures, graph matchings, greedy, implementation
[zsc's solution](#)

831.

513C

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

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: bitmasks, probabilities
[zsc's solution](#)

832.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: math, strings
[zsc's solution](#)

833.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: dp, greedy, implementation
[zsc's solution](#)

834.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: dp, strings
[zsc's solution](#)

835.

39E

[What Has Dirichlet Got to Do with That?](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2013-06-20 · FPC (first AC) · Tags: dp, games
[zsc's solution](#)

836.

39A

[C*++ Calculations](#) · [Tutorial](#)

Quality: 794 global accepts · Rating: 2000 · first AC: 2013-06-19 · FPC (first AC) · Tags: expression parsing, greedy
[zsc's solution](#)

837.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2013-06-15 · FPC (first AC) · Tags: brute force, implementation
[zsc's solution](#)

838.

292C

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

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2013-04-17 · FPC (first AC) · Tags: brute force
[zsc's solution](#)

839.

291E

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

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2013-04-15 · FPC (first AC) · Tags: *special, dfs and similar, hashing, strings
[zsc's solution](#)

840.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees
[zsc's solution](#)

841.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2100 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices, sortings
[zsc's solution](#)

842.

920E

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

Quality: 7,749 global accepts · Rating: 2100 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[zsc's solution](#)

843.

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings

[zsc's solution](#)

844.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[zsc's solution](#)

845.

894E

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

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[zsc's solution](#)

846.

752E

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

Rating: 2100 · first AC: 2017-02-08 · last AC: 2017-11-09 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, two pointers

[zsc's solution](#)

847.

877D

[Olga and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[zsc's solution](#)

848.

875C

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

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[zsc's solution](#)

849.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-09 · GNU C++11 (first AC) · Tags: data structures

[zsc's solution](#)

850.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,789 global accepts · Rating: 2100 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: data structures, strings

[zsc's solution](#)

851.

56D

[Changing a String](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2017-06-03 · GNU C++11 (first AC) · Tags: dp

[zsc's solution](#)

852.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[zsc's solution](#)

853.

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2017-05-31 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[zsc's solution](#)

854.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-05-12 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[zsc's solution](#)

855.

799D

[Field expansion](#) · [Tutorial](#)

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

[zsc's solution](#)

856.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2017-05-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[zsc's solution](#)

857.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[zsc's solution](#)

858.

790B

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

Rating: 2100 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[zsc's solution](#)

859.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-04-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[zsc's solution](#)

860.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-04-18 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[zsc's solution](#)

861.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2017-04-17 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[zsc's solution](#)

862.

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2017-04-17 · GNU C++11 (first AC) · Tags: brute force, greedy

[zsc's solution](#)

863.

766E

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

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2017-04-17 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[zsc's solution](#)

864.

763B

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

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[zsc's solution](#)

865.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-30 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[zsc's solution](#)

866.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2017-03-19 · GNU C++11 (first AC) · Tags: binary search, hashing, strings, two pointers

[zsc's solution](#)

867.

776E

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

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: math, number theory

[zsc's solution](#)

868.

754D

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

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2017-02-09 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[zsc's solution](#)

869.

752D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-02-08 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, strings

[zsc's solution](#)

870.

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[zsc's solution](#)

871.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2016-11-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[zsc's solution](#)

872.

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,667 global accepts · Rating: 2100 · first AC: 2016-10-30 · GNU C++11 (first AC) · Tags: greedy, sortings

[zsc's solution](#)

873.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: binary search, dfs and similar
[zsc's solution](#)

874.

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: geometry, implementation
[zsc's solution](#)

875.

703D

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

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: data structures
[zsc's solution](#)

876.

702E

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

Quality: 3,108 global accepts · Rating: 2100 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: data structures, graphs
[zsc's solution](#)

877.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2016-07-06 · GNU C++ (first AC) · Tags: binary search, data structures
[zsc's solution](#)

878.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-05-16 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[zsc's solution](#)

879.

665E

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

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, strings, trees
[zsc's solution](#)

880.

656D

[Rosetta Problem](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special
[zsc's solution](#)

881.

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, binary search, data structures, implementation, sortings, strings
[zsc's solution](#)

882.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings
[zsc's solution](#)

883.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[zsc's solution](#)

884.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: binary search, implementation, math
[zsc's solution](#)

885.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: geometry, math
[zsc's solution](#)

886.

609E

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

Quality: 10,271 global accepts · Rating: 2100 · first AC: 2015-12-21 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
[zsc's solution](#)

887.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: data structures, math
[zsc's solution](#)

888.

590B

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

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2015-10-30 · GNU C++ (first AC) · Tags: binary search, geometry, math
[zsc's solution](#)

889.

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: dp, greedy
[zsc's solution](#)

890.

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: binary search, math
[zsc's solution](#)

891.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: dp
[zsc's solution](#)

892.

497C

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

Rating: 2100 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[zsc's solution](#)

893.

498C

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

Quality: 4,189 global accepts · Rating: 2100 · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: flows, graph matchings, number theory
[zsc's solution](#)

894.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2015-09-14 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[zsc's solution](#)

895.

576B

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

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2015-09-14 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[zsc's solution](#)

896.

551D

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

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2015-09-02 · GNU C++ (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[zsc's solution](#)

897.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2015-08-25 · GNU C++ (first AC) · Tags: combinatorics, implementation, math

[zsc's solution](#)

898.

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[zsc's solution](#)

899.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-05-07 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, shortest paths

[zsc's solution](#)

900.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[zsc's solution](#)

901.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2015-03-27 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[zsc's solution](#)

902.

529D

[Social Network](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-23 · GNU C++ (first AC) · Tags: data structures, greedy

[zsc's solution](#)

903.

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: greedy

[zsc's solution](#)

904.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,243 global accepts · Rating: 2100 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[zsc's solution](#)

905.

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[zsc's solution](#)

906.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2015-03-01 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[zsc's solution](#)

907.

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2013-06-20 · FPC (first AC) · Tags: dp, sortings

[zsc's solution](#)

908.

35E

[Parade](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2100 · first AC: 2013-06-18 · FPC (first AC) · Tags: data structures, sortings

[zsc's solution](#)

909.

301B

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

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2013-05-06 · FPC (first AC) · Tags: binary search, graphs, shortest paths

[zsc's solution](#)

910.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2013-04-13 · last AC: 2013-04-13 · FPC (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[zsc's solution](#)

911.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2013-03-24 · FPC (first AC) · Tags: greedy, implementation

[zsc's solution](#)

912.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2013-03-18 · FPC (first AC) · Tags: dp

[zsc's solution](#)

913.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[zsc's solution](#)

914.

903E

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

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, strings

[zsc's solution](#)

915.

894D

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

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, trees
[zsc's solution](#)

916.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer
[zsc's solution](#)

917.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,115 global accepts · Rating: 2200 · first AC: 2017-06-06 · GNU C++11 (first AC) · Tags: binary search, data structures
[zsc's solution](#)

918.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2017-06-03 · last AC: 2017-06-03 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures
[zsc's solution](#)

919.

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: data structures, math, probabilities
[zsc's solution](#)

920.

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[zsc's solution](#)

921.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2017-05-24 · GNU C++11 (first AC) · Tags: binary search, interactive
[zsc's solution](#)

922.

806C

[Prairie Partition](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, greedy
[zsc's solution](#)

923.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy
[zsc's solution](#)

924.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2017-05-03 · GNU C++11 (first AC) · Tags: brute force, data structures
[zsc's solution](#)

925.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-04-18 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[zsc's solution](#)

926.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2017-03-19 · GNU C++11 (first AC) · Tags: binary search, data structures

[zsc's solution](#)

927.

760E

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-03-13 · last AC: 2017-03-13 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

928.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-02-11 · GNU C++11 (first AC) · Tags: bitmasks, dp

[zsc's solution](#)

929.

754C

[Vladik and chat](#) · [Tutorial](#)

Quality: 1,096 global accepts · Rating: 2200 · first AC: 2017-02-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation, strings

[zsc's solution](#)

930.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[zsc's solution](#)

931.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp

[zsc's solution](#)

932.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2016-11-17 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[zsc's solution](#)

933.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2016-10-30 · GNU C++11 (first AC) · Tags: dp, games

[zsc's solution](#)

934.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2016-10-30 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, sortings

[zsc's solution](#)

935.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2016-10-23 · GNU C++ (first AC) · Tags: greedy, implementation, math

[zsc's solution](#)

936.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[zsc's solution](#)

937.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[zsc's solution](#)

938.

712D

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

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[zsc's solution](#)

939.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[zsc's solution](#)

940.

707D

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

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[zsc's solution](#)

941.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2016-08-01 · last AC: 2016-08-01 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[zsc's solution](#)

942.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2016-06-14 · GNU C++ (first AC) · Tags: bitmasks, dp, math, probabilities

[zsc's solution](#)

943.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · GNU C++ (first AC) · Tags: binary search, dp, greedy

[zsc's solution](#)

944.

663C

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-04-16 · last AC: 2016-04-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[zsc's solution](#)

945.

657B

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

Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: math

[zsc's solution](#)

946.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[zsc's solution](#)

947.

655E

[Intellectual Inquiry](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[zsc's solution](#)

948.

651E

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

Rating: 2200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[zsc's solution](#)

949.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[zsc's solution](#)

950.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: data structures

[zsc's solution](#)

951.

603C

[Liegies of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: games, math

[zsc's solution](#)

952.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2015-11-11 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, trees

[zsc's solution](#)

953.

593C

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

Quality: 325 global accepts · Rating: 2200 · first AC: 2015-11-05 · GNU C++ (first AC) · Tags: constructive algorithms, math

[zsc's solution](#)

954.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2015-11-01 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[zsc's solution](#)

955.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2015-10-30 · last AC: 2015-10-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[zsc's solution](#)

956.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: games

[zsc's solution](#)

957.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[zsc's solution](#)

958.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: data structures, trees

[zsc's solution](#)

959.

506B

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

Rating: 2200 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[zsc's solution](#)

960.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: brute force, data structures, math, sortings

[zsc's solution](#)

961.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: dfs and similar, dp, math, trees

[zsc's solution](#)

962.

556E

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

Rating: 2200 · first AC: 2015-09-04 · GNU C++ (first AC) · Tags: binary search, data structures

[zsc's solution](#)

963.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-09-04 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zsc's solution](#)

964.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-09-02 · GNU C++ (first AC) · Tags: binary search, greedy

[zsc's solution](#)

965.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2015-09-01 · GNU C++ (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[zsc's solution](#)

966.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2015-08-31 · GNU C++ (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[zsc's solution](#)

967.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2015-07-22 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[zsc's solution](#)

968.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-25 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[zsc's solution](#)

969.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-27 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math

[zsc's solution](#)

970.

508E

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

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2015-03-05 · GNU C++ (first AC) · Tags: dp, greedy

[zsc's solution](#)

971.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[zsc's solution](#)

972.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: dp, matrices

[zsc's solution](#)

973.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2015-03-01 · GNU C++ (first AC) · Tags: greedy, implementation, math, ternary search

[zsc's solution](#)

974.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: constructive algorithms, math

[zsc's solution](#)

975.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: dp, implementation

[zsc's solution](#)

976.

337E

[Divisor Tree](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2200 · first AC: 2013-08-22 · FPC (first AC) · Tags: brute force, number theory, trees

[zsc's solution](#)

977.

301D

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

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2013-05-06 · FPC (first AC) · Tags: data structures

[zsc's solution](#)

978.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2013-03-24 · FPC (first AC) · Tags: implementation

[zsc's solution](#)

979.

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2013-03-06 · FPC (first AC) · Tags: bitmasks, dp

[zsc's solution](#)

980.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[zsc's solution](#)

981.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[zsc's solution](#)

982.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[zsc's solution](#)

983.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,859 global accepts · Rating: 2300 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[zsc's solution](#)

984.

879D

[Teams Formation](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zsc's solution](#)

985.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, hashing

[zsc's solution](#)

986.

871C

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[zsc's solution](#)

987.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2017-07-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[zsc's solution](#)

988.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2017-07-15 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[zsc's solution](#)

989.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2017-06-15 · GNU C++11 (first AC) · Tags: binary search, data structures, trees

[zsc's solution](#)

990.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2017-06-02 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees
[zsc's solution](#)

991.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2017-06-02 · GNU C++11 (first AC) · Tags: games, trees
[zsc's solution](#)

992.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2017-05-24 · GNU C++11 (first AC) · Tags: dp, strings
[zsc's solution](#)

993.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2017-05-24 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, ternary search
[zsc's solution](#)

994.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-05-12 · GNU C++11 (first AC) · Tags: geometry, implementation, math, sortings
[zsc's solution](#)

995.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2017-05-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
[zsc's solution](#)

996.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-04-18 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities
[zsc's solution](#)

997.

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[zsc's solution](#)

998.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[zsc's solution](#)

999.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths
[zsc's solution](#)

1000.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2017-03-19 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[zsc's solution](#)

1001.

752F

[Santa Clauses and a Soccer Championship](#) · [Tutorial](#)

Quality: 2300 · first AC: 2017-02-08 · GNU C++11 (first AC) · Tags: trees

[zsc's solution](#)

1002.

727F

[Polycarp's problems](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[zsc's solution](#)

1003.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2300 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: data structures, hashing, string suffix structures, strings

[zsc's solution](#)

1004.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2016-10-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[zsc's solution](#)

1005.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, implementation

[zsc's solution](#)

1006.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[zsc's solution](#)

1007.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[zsc's solution](#)

1008.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: dp, sortings

[zsc's solution](#)

1009.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 2300 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[zsc's solution](#)

1010.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[zsc's solution](#)

1011.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[zsc's solution](#)

1012.

677D

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

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2016-06-02 · GNU C++ (first AC) · Tags: data structures, dp, graphs, shortest paths

[zsc's solution](#)

1013.

675E

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

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2016-05-17 · GNU C++ (first AC) · Tags: data structures, dp, greedy

[zsc's solution](#)

1014.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2016-04-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[zsc's solution](#)

1015.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[zsc's solution](#)

1016.

629E

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

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[zsc's solution](#)

1017.

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[zsc's solution](#)

1018.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 2300 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[zsc's solution](#)

1019.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: dp, math, probabilities

[zsc's solution](#)

1020.

596D

[Wilbur and Trees](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: 2300 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: dp, math, probabilities, sortings

[zsc's solution](#)

1021.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2015-11-12 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[zsc's solution](#)

1022.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2015-11-09 · GNU C++ (first AC) · Tags: games

[zsc's solution](#)

1023.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2015-11-09 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, two pointers

[zsc's solution](#)

1024.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2015-10-30 · GNU C++ (first AC) · Tags: dp

[zsc's solution](#)

1025.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zsc's solution](#)

1026.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: dfs and similar, strings, trees

[zsc's solution](#)

1027.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: data structures, dp, dsu

[zsc's solution](#)

1028.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2015-10-13 · GNU C++ (first AC) · Tags: meet-in-the-middle

[zsc's solution](#)

1029.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2015-10-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[zsc's solution](#)

1030.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2015-09-02 · GNU C++ (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[zsc's solution](#)

1031.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2015-09-02 · GNU C++ (first AC) · Tags: data structures, implementation, sortings

[zsc's solution](#)

1032.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2015-09-01 · GNU C++ (first AC) · Tags: data structures, sortings, strings

[zsc's solution](#)

1033.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2015-08-31 · GNU C++ (first AC) · Tags: combinatorics, dp

[zsc's solution](#)

1034.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-27 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[zsc's solution](#)

1035.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2015-03-05 · GNU C++ (first AC) · Tags: dp, trees

[zsc's solution](#)

1036.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: flows, graph matchings

[zsc's solution](#)

1037.

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: data structures

[zsc's solution](#)

1038.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2013-06-15 · FPC (first AC) · Tags: dp, games

[zsc's solution](#)

1039.

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2013-06-12 · FPC (first AC) · Tags: data structures, math

[zsc's solution](#)

1040.

305E

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

Quality: 731 global accepts · Rating: 2300 · first AC: 2013-05-19 · FPC (first AC) · Tags: games

[zsc's solution](#)

1041.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[zsc's solution](#)

1042.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[zsc's solution](#)

1043.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2017-09-09 · last AC: 2017-09-09 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[zsc's solution](#)

1044.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2017-07-23 · GNU C++11 (first AC) · Tags: dp, hashing, string suffix structures, strings

[zsc's solution](#)

1045.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: data structures

[zsc's solution](#)

1046.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2017-05-24 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[zsc's solution](#)

1047.

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[zsc's solution](#)

1048.

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, dp

[zsc's solution](#)

1049.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-04-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[zsc's solution](#)

1050.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2017-04-18 · GNU C++11 (first AC) · Tags: greedy

[zsc's solution](#)

1051.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,704 global accepts · Rating: 2400 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[zsc's solution](#)

1052.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-03-19 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[zsc's solution](#)

1053.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2017-03-13 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[zsc's solution](#)

1054.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[zsc's solution](#)

1055.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2017-02-08 · GNU C++11 (first AC) · Tags: data structures, probabilities

[zsc's solution](#)

1056.

717G

[Underfall](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2016-12-05 · GNU C++11 (first AC) · Tags: flows

[zsc's solution](#)

1057.

717H

[Pokemon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2016-12-05 · GNU C++11 (first AC) · Tags: math, probabilities

[zsc's solution](#)

1058.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2016-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[zsc's solution](#)

1059.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2016-09-01 · last AC: 2016-09-01 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[zsc's solution](#)

1060.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-09 · GNU C++ (first AC) · Tags: dfs and similar, dsu, implementation

[zsc's solution](#)

1061.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2016-05-26 · GNU C++ (first AC) · Tags: math

[zsc's solution](#)

1062.

668C

[Little Artem and Random Variable](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: math, probabilities

[zsc's solution](#)

1063.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft, math

[zsc's solution](#)

1064.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[zsc's solution](#)

1065.

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[zsc's solution](#)

1066.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: dp
[zsc's solution](#)

1067.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: binary search, math, ternary search
[zsc's solution](#)

1068.

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
[zsc's solution](#)

1069.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: geometry
[zsc's solution](#)

1070.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees
[zsc's solution](#)

1071.

593D

[Happy Tree Party](#) · [Tutorial](#)

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

1072.

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2015-11-04 · GNU C++ (first AC) · Tags: dp, matrices
[zsc's solution](#)

1073.

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: data structures, sortings
[zsc's solution](#)

1074.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: data structures, dp, number theory
[zsc's solution](#)

1075.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: dp, probabilities, two pointers

[zsc's solution](#)

1076.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: number theory

[zsc's solution](#)

1077.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[zsc's solution](#)

1078.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-03 · GNU C++ (first AC) · Tags: number theory

[zsc's solution](#)

1079.

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2015-09-24 · GNU C++ (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle

[zsc's solution](#)

1080.

534E

[Berland Local Positioning System](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2400 · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, hashing, implementation

[zsc's solution](#)

1081.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2015-09-01 · GNU C++ (first AC) · Tags: dp

[zsc's solution](#)

1082.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2015-03-27 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[zsc's solution](#)

1083.

529C

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

Rating: 2400 · first AC: 2015-03-23 · GNU C++ (first AC) · Tags: data structures, sortings

[zsc's solution](#)

1084.

32E

[Hide-and-Seek](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2400 · first AC: 2013-06-17 · FPC (first AC) · Tags: geometry, implementation

[zsc's solution](#)

1085.

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2400 · first AC: 2013-05-11 · FPC (first AC) · Tags: binary search, data structures, dp, hashing

[zsc's solution](#)

1086.

26E

[Multithreading](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2013-05-11 · FPC (first AC) · Tags: constructive algorithms

[zsc's solution](#)

1087.

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2013-04-23 · FPC (first AC) · Tags: brute force, math, number theory

[zsc's solution](#)

1088.

288D

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

Quality: 838 global accepts · Rating: 2400 · first AC: 2013-04-06 · FPC (first AC) · Tags: combinatorics, dfs and similar, trees

[zsc's solution](#)

1089.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2013-03-19 · FPC (first AC) · Tags: dp, math, number theory

[zsc's solution](#)

1090.

887F

[Row of Models](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 2500 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zsc's solution](#)

1091.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[zsc's solution](#)

1092.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2017-07-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[zsc's solution](#)

1093.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: brute force, combinatorics, implementation, math

[zsc's solution](#)

1094.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-05 · last AC: 2017-05-05 · GNU C++11 (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[zsc's solution](#)

1095.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: dp

[zsc's solution](#)

1096.

753C

[Interactive Bulls and Cows \(Hard\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2500 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive

[zsc's solution](#)

1097.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2017-04-18 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[zsc's solution](#)

1098.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2017-03-29 · last AC: 2017-03-29 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[zsc's solution](#)

1099.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-02-11 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, number theory

[zsc's solution](#)

1100.

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math

[zsc's solution](#)

1101.

736C

[Ostap and Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: dp, trees

[zsc's solution](#)

1102.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: data structures

[zsc's solution](#)

1103.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: dp, games

[zsc's solution](#)

1104.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2016-11-16 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[zsc's solution](#)

1105.

712E

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

Quality: 697 global accepts · Rating: 2500 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: data structures, math, probabilities

[zsc's solution](#)

1106.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2016-09-01 · GNU C++11 (first AC) · Tags: math, number theory

[zsc's solution](#)

1107.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 2500 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[zsc's solution](#)

1108.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: data structures, implementation

[zsc's solution](#)

1109.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-14 · GNU C++ (first AC) · Tags: data structures, dp, matrices, strings

[zsc's solution](#)

1110.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-30 · GNU C++ (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[zsc's solution](#)

1111.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2016-05-06 · GNU C++ (first AC) · Tags: combinatorics, strings

[zsc's solution](#)

1112.

655F

[Cowslip Collections](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: combinatorics, number theory

[zsc's solution](#)

1113.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[zsc's solution](#)

1114.

596E

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

Quality: 425 global accepts · Rating: 2500 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, strings

[zsc's solution](#)

1115.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2015-11-09 · GNU C++ (first AC) · Tags: data structures, number theory

[zsc's solution](#)

1116.

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: implementation, math

[zsc's solution](#)

1117.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,572 global accepts · Rating: 2500 · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: data structures, hashing, strings

[zsc's solution](#)

1118.

551E

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

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2015-09-02 · GNU C++ (first AC) · Tags: binary search, data structures, implementation
[zsc's solution](#)

1119.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-25 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zsc's solution](#)

1120.

508D

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

Quality: 4,230 global accepts · Rating: 2500 · first AC: 2015-03-05 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[zsc's solution](#)

1121.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2014-12-16 · GNU C++ (first AC) · Tags: dp, number theory

[zsc's solution](#)

1122.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2013-06-20 · FPC (first AC) · Tags: combinatorics

[zsc's solution](#)

1123.

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2013-05-11 · FPC (first AC) · Tags: dp

[zsc's solution](#)

1124.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2013-05-08 · FPC (first AC) · Tags: dp

[zsc's solution](#)

1125.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[zsc's solution](#)

1126.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[zsc's solution](#)

1127.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[zsc's solution](#)

1128.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2017-06-06 · GNU C++11 (first AC) · Tags: dp, flows

[zsc's solution](#)

1129.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2017-05-31 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[zsc's solution](#)

1130.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2017-05-24 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[zsc's solution](#)

1131.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2017-05-10 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[zsc's solution](#)

1132.

763C

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

Quality: 781 global accepts · Rating: 2600 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[zsc's solution](#)

1133.

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2017-03-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[zsc's solution](#)

1134.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[zsc's solution](#)

1135.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, matrices

[zsc's solution](#)

1136.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zsc's solution](#)

1137.

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2016-12-05 · GNU C++11 (first AC) · Tags: data structures

[zsc's solution](#)

1138.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2016-11-17 · GNU C++11 (first AC) · Tags: brute force, greedy

[zsc's solution](#)

1139.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[zsc's solution](#)

1140.

703E

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

Quality: 670 global accepts · Rating: 2600 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: dp, number theory
[zsc's solution](#)

1141.

140F

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

Quality: 401 global accepts · Rating: 2600 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: geometry, sortings
[zsc's solution](#)

1142.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: combinatorics, dp
[zsc's solution](#)

1143.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2016-07-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[zsc's solution](#)

1144.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2016-06-30 · GNU C++ (first AC) · Tags: brute force, implementation, sortings
[zsc's solution](#)

1145.

682E

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

Quality: 715 global accepts · Rating: 2600 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: geometry, two pointers
[zsc's solution](#)

1146.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: data structures, dp, geometry
[zsc's solution](#)

1147.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[zsc's solution](#)

1148.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: bitmasks, dp, trees
[zsc's solution](#)

1149.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2015-11-11 · GNU C++ (first AC) · Tags: dp, probabilities
[zsc's solution](#)

1150.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2015-10-22 · last AC: 2015-10-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, hashing, math, number theory
[zsc's solution](#)

1151.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: graphs, shortest paths
[zsc's solution](#)

1152.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2015-08-12 · GNU C++ (first AC) · Tags: 2-sat, greedy
[zsc's solution](#)

1153.

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2015-03-19 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[zsc's solution](#)

1154.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2013-08-22 · FPC (first AC) · Tags: data structures
[zsc's solution](#)

1155.

37E

[Trial for Chief](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2013-06-19 · FPC (first AC) · Tags: graphs, greedy, shortest paths
[zsc's solution](#)

1156.

36E

[Two Paths](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2600 · first AC: 2013-06-19 · FPC (first AC) · Tags: constructive algorithms, dsu, graphs, implementation
[zsc's solution](#)

1157.

30D

[King's Problem?](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2600 · first AC: 2013-05-12 · FPC (first AC) · Tags: geometry, greedy
[zsc's solution](#)

1158.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2013-05-08 · FPC (first AC) · Tags: constructive algorithms
[zsc's solution](#)

1159.

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2013-05-08 · FPC (first AC) · Tags: combinatorics, dp
[zsc's solution](#)

1160.

8D

[Two Friends](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2600 · first AC: 2013-05-06 · FPC (first AC) · Tags: binary search, geometry
[zsc's solution](#)

1161.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2013-05-05 · FPC (first AC) · Tags: dp, graphs
[zsc's solution](#)

1162.

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2013-05-05 · FPC (first AC) · Tags: dp, expression parsing, implementation
[zsc's solution](#)

1163.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2013-03-25 · FPC (first AC) · Tags: combinatorics, dp, math
[zsc's solution](#)

1164.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs
[zsc's solution](#)

1165.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2017-07-15 · GNU C++11 (first AC) · Tags: fft, math, strings
[zsc's solution](#)

1166.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2017-07-15 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees
[zsc's solution](#)

1167.

812D

[Sagheer and Kindergarten](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2700 · first AC: 2017-06-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees
[zsc's solution](#)

1168.

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-05-09 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[zsc's solution](#)

1169.

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-05-03 · GNU C++11 (first AC) · Tags: data structures
[zsc's solution](#)

1170.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms
[zsc's solution](#)

1171.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2016-10-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees
[zsc's solution](#)

1172.

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: binary search, data structures
[zsc's solution](#)

1173.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees
[zsc's solution](#)

1174.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2015-12-10 · GNU C++11 (first AC) · Tags: probabilities, shortest paths
[zsc's solution](#)

1175.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2015-11-12 · GNU C++ (first AC) · Tags: data structures
[zsc's solution](#)

1176.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2015-11-11 · last AC: 2015-11-11 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, trees
[zsc's solution](#)

1177.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2015-10-14 · GNU C++ (first AC) · Tags: dp, matrices
[zsc's solution](#)

1178.

887E

[Little Brother](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2800 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, sortings
[zsc's solution](#)

1179.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: math, matrices
[zsc's solution](#)

1180.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2016-10-10 · GNU C++11 (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers
[zsc's solution](#)

1181.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2016-05-20 · GNU C++ (first AC) · Tags: data structures, number theory
[zsc's solution](#)

1182.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory
[zsc's solution](#)

1183.

493E

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

Quality: 517 global accepts · Rating: 2800 · first AC: 2015-10-30 · GNU C++ (first AC) · Tags: math

[zsc's solution](#)

1184.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2013-06-17 · FPC (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[zsc's solution](#)

1185.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2013-03-14 · FPC (first AC) · Tags: data structures, flows, graphs, implementation

[zsc's solution](#)

1186.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu

[zsc's solution](#)

1187.

763D

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

Quality: 646 global accepts · Rating: 2900 · first AC: 2017-04-16 · last AC: 2017-04-16 · GNU C++11 (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[zsc's solution](#)

1188.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[zsc's solution](#)

1189.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2016-11-17 · GNU C++11 (first AC) · Tags: games, greedy

[zsc's solution](#)

1190.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: dp, flows, greedy

[zsc's solution](#)

1191.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: combinatorics, dp

[zsc's solution](#)

1192.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2013-05-09 · FPC (first AC) · Tags: dfs and similar, divide and conquer, dsu

[zsc's solution](#)

1193.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2013-05-08 · FPC (first AC) · Tags: strings

[zsc's solution](#)

1194.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2017-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[zsc's solution](#)**1195.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2016-12-04 · last AC: 2016-12-04 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[zsc's solution](#)**1196.**

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2017-03-13 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[zsc's solution](#)**1197.**

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)**1198.**

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)**1199.**

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)**1200.**

101630D

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

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)**1201.**

101630A

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

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)**1202.**

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)**1203.**

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)**1204.**

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1205.

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1206.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-06 · last AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1207.

101623K

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

Rating: — · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1208.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1209.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1210.

101623D

[Dunglish](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1211.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1212.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1213.

101608K

[Running Threads](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1214.

101608L

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1215.

101608J

[Efficiency Test](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1216.

101608E

[Robot I - Instruction Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1217.

101608H

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1218.

101608D

[Test Cases](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1219.

101608G

[WiFi Password](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1220.

101608C

[A message for you!](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1221.

101608M

[Winning Cells](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1222.

101608B

[OverCode](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1223.

101608A

[Chrome Tabs](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1224.

101615I

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

Rating: — · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1225.

101615M

[Unsatisfying](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1226.

101615F

[Distinct Distances](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1227.

101615G

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1228.

101615D

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1229.

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1230.

101615C

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1231.

101615E

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1232.

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1233.

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1234.

101492G

[Splitting the Empire](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1235.

101492D

[Geographic Information System](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1236.

101492C

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1237.

101492J

[Deciphering Oracles](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1238.

101492A

[Communicating the Tibet](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1239.

101492L

[Approximate Search](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1240.

101492E

[Teamwork](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1241.

101492H

[Programming a robot](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1242.

101492B

[Building a Bianzhong](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1243.

101492K

[Cutting Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1244.

101492F

[Hitting the target](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1245.

101522F

[Frustrating Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1246.

101522G

[Gravitational Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1247.

101522D

[Distribution of Days](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[zsc's solution](#)

1248.

101522J

[Juicy Candies](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1249.

101522A

[Ambiguous Dates](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1250.

101522I

[Inverted Signs](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1251.

101522H

[Hit!](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1252.

101522B

[Bacteria Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1253.

101522K

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1254.

101522C

[Cheering](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1255.

101196J

[Yes, Yes, It's Nonograms](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1256.

101196H

[Vin Diagrams](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1257.

101196F

[Removal Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1258.

101196G

[That's One Hanoi-ed Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1259.

101196D

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

Rating: — · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1260.

101196I

[Waif Until Dark](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1261.

101196E

[Red Rover](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1262.

101196B

[Foosball Dynasty](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1263.

101196C

[The Key to Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1264.

101572A

[Airport Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1265.

101572C

[Compass Card Sales](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1266.

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1267.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1268.

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1269.

101572D

[Distinctive Character](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1270.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1271.

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1272.

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1273.

101550K

[Keeping the Dogs Apart](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1274.

101550H

[Highest Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1275.

101550E

[Exponial](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1276.

101550B

[Bless You Autocorrect!](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1277.

101550C

[Card Hand Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1278.

101550F

[Fleecing the Raffle](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1279.

101550G

[Game Rank](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1280.

101550D

[Daydreaming Stockbroker](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1281.

101550J

[Jumbled Compass](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1282.

101550A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1283.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1284.

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1285.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1286.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1287.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1288.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1289.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1290.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1291.

392B

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2017-05-26 · GNU C++11 (first AC) · Tags: dp

[zsc's solution](#)

1292.

100739C

[Broken robot](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-26 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1293.

101174E

[Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1294.

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1295.

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1296.

101174K

[Balls and Needles](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1297.

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1298.

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[zsc's solution](#)

1299.

101095R

[Reaux! Sham! Beaux!](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1300.

101095Z

[Dance Around The Clock](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1301.

101095Y

[Get to Work](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1302.

101095X

[Investing at the Market](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1303.

101116M

[Two Cowsheds](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-26 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1304.

101116L

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

Rating: — · first AC: 2016-10-25 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1305.

101116D

[Double Elimination](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1306.

101116H

[Hunter's Apprentice](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-24 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1307.

101116G

[Ground Defense](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-24 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1308.

101116J

[Jurisdiction Disenchantment](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-24 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1309.

101116K

[Mixing Bowls](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-24 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1310.

101116A

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

Rating: — · first AC: 2016-10-24 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1311.

101116E

[Election of Evil](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-24 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1312.

101116B

[Bulbs](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-24 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1313.

101116I

[Ingenious Lottery Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-24 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1314.

101090B

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · Python 2 (first AC) · Tags: —

[zsc's solution](#)

1315.

101090I

[Painting the natural numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1316.

101090K

[Parquet](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1317.

101090G

[Pair](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1318.

101090H

[The Fence](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1319.

101090L

[Closing the Loop](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1320.

101090J

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1321.

101078K

[B Vææ-ær Ö-æ-TFW!](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1322.

101078F

[Maze Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1323.

101078C

[The Twin Tower](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1324.

101078G

[Snooker](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1325.

101078J

[Wrong Answer](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1326.

101078B

[Top 2000](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1327.

101078I

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1328.

101078D

[Collatz](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1329.

101078L

[01](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1330.

101078A

[Gene Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1331.

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-12 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1332.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-12 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1333.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-12 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1334.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-12 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1335.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-12 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1336.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-12 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1337.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-12 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1338.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-12 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1339.

100800J

[Jelly Raid](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-08 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1340.

100800G

[Drink Responsibly](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1341.

100800H

[Sunlight](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-08 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1342.

100800M

[Milestone Counter](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-08 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1343.

100800B

[Mountain Biking](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1344.

100800I

[Nimionese](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-08 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1345.

100800C

[Conversation Log](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-08 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1346.

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1347.

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1348.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1349.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1350.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1351.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1352.

100685K

[Key to Magica's diary](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-17 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1353.

100685J

[Just Another Disney Problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-17 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1354.

100685F

[Flood](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-17 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1355.

100685G

[Gadget Hackwrench](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-17 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1356.

100685A

[Ariel](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-17 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1357.

100685I

[Innovative Business](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-17 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1358.

100685E

[Epic Fail of a Genie](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-17 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1359.

100685C

[Cinderella](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-17 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1360.

100548B

[Puzzle & Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-07 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1361.

100548C

[The Problem Needs 3D Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-07 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1362.

100548I

[International Collegiate Routing Contest](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-07 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1363.

100548F

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-07 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1364.

100548K

[Last Defence](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-07 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1365.

100548A

[Built with Qinghuai and Ari Factor](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-07 · GNU C++11 (first AC) · Tags: —

[zsc's solution](#)

1366.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1367.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1368.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1369.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1370.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1371.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)

1372.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[zsc's solution](#)