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[-14's solution](#)

108.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2021-04-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[-14's solution](#)

109.

1433B

[Yet Another Bookshelf](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[-14's solution](#)

110.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,643 global accepts · Rating: 800 · first AC: 2020-11-23 · PyPy 3 (first AC) · Tags: implementation, math

[-14's solution](#)

111.

1431A

[Selling Hamburgers](#) · [Tutorial](#)

Quality: 2,153 global accepts · Rating: 800 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special

[-14's solution](#)

112.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,873 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[-14's solution](#)

113.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[-14's solution](#)

114.

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, number theory

[-14's solution](#)

115.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[-14's solution](#)

116.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[-14's solution](#)

117.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: games, greedy, math

[-14's solution](#)

118.

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-11-20 · GNU C++11 (first AC) · Tags: math

[-14's solution](#)

119.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,764 global accepts · Rating: 800 · first AC: 2019-11-07 · PyPy 3 (first AC) · Tags: brute force, math

[-14's solution](#)

120.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,797 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[-14's solution](#)

121.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[-14's solution](#)

122.

1194A

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

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[-14's solution](#)

123.

1002A1

[Generate superposition of all basis states](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 800 · first AC: 2019-02-28 · Q# (first AC) · Tags: *special

[-14's solution](#)

124.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: implementation

[-14's solution](#)

125.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[-14's solution](#)

126.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[-14's solution](#)

127.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[-14's solution](#)

128.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms

[-14's solution](#)

129.

758A

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

Quality: 75,301 global accepts · Rating: 800 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[-14's solution](#)

130.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[-14's solution](#)

131.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,830 global accepts · Rating: 800 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[-14's solution](#)

132.

723A

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

Quality: 100,707 global accepts · Rating: 800 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[-14's solution](#)

133.

721A

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

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[-14's solution](#)

134.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[-14's solution](#)

135.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

136.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,570 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[-14's solution](#)

137.

1927B

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

Quality: 38,129 global accepts · Rating: 900 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

[-14's solution](#)

138.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,672 global accepts · Rating: 900 · first AC: 2023-10-25 · Python 3 (first AC) · Tags: strings

[-14's solution](#)

139.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[-14's solution](#)

140.

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,640 global accepts · Rating: 900 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[-14's solution](#)

141.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[-14's solution](#)

142.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,495 global accepts · Rating: 900 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[-14's solution](#)

143.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[-14's solution](#)

144.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,756 global accepts · Rating: 900 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[-14's solution](#)

145.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[-14's solution](#)

146.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,541 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[-14's solution](#)

147.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[-14's solution](#)

148.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[-14's solution](#)

149.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,838 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[-14's solution](#)

150.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2022-04-01 · PyPy 3-64 (first AC) · Tags: *special, implementation, interactive

[-14's solution](#)

151.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2021-07-10 · last AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[-14's solution](#)

152.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2021-04-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[-14's solution](#)

153.

1488A

[From Zero To Y](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, math

[-14's solution](#)

154.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[-14's solution](#)

155.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[-14's solution](#)

156.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: math

[-14's solution](#)

157.

1106C

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

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[-14's solution](#)

158.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-13 · GNU C++11 (first AC) · Tags: implementation, strings

[-14's solution](#)

159.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: implementation, math

[-14's solution](#)

160.

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2017-02-06 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[-14's solution](#)

161.

747B

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

Quality: 9,641 global accepts · Rating: 900 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[-14's solution](#)

162.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,270 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[-14's solution](#)

163.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[-14's solution](#)

164.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[-14's solution](#)

165.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[-14's solution](#)

166.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[-14's solution](#)

167.

1970A1

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

Quality: 7,236 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[-14's solution](#)

168.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[-14's solution](#)

169.

1955B

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

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[-14's solution](#)

170.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[-14's solution](#)

171.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,566 global accepts · Rating: 1000 · first AC: 2024-02-07 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[-14's solution](#)

172.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[-14's solution](#)

173.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,157 global accepts · Rating: 1000 · first AC: 2023-11-02 · PyPy 3-64 (first AC) · Tags: dp, math

[-14's solution](#)

174.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,913 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[-14's solution](#)

175.

1861B

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

Quality: 24,005 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[-14's solution](#)

176.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[-14's solution](#)

177.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,165 global accepts · Rating: 1000 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[-14's solution](#)

178.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,346 global accepts · Rating: 1000 · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[-14's solution](#)

179.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,954 global accepts · Rating: 1000 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[-14's solution](#)

180.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,411 global accepts · Rating: 1000 · first AC: 2023-03-09 · PyPy 3-64 (first AC) · Tags: greedy, strings

[-14's solution](#)

181.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[-14's solution](#)

182.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[-14's solution](#)

183.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[-14's solution](#)

184.

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[-14's solution](#)

185.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-14 · PyPy 3-64 (first AC) · Tags: implementation

[-14's solution](#)

186.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[-14's solution](#)

187.

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[-14's solution](#)

188.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,913 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[-14's solution](#)

189.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[-14's solution](#)

190.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[-14's solution](#)

191.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[-14's solution](#)

192.

1515B

[Phoenix and Puzzle](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

[-14's solution](#)

193.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[-14's solution](#)

194.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[-14's solution](#)

195.

798A

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

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings
[-14's solution](#)

196.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

197.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[-14's solution](#)

198.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2019-07-31 · last AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[-14's solution](#)

199.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[-14's solution](#)

200.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-14 · GNU C++11 (first AC) · Tags: implementation, math
[-14's solution](#)

201.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[-14's solution](#)

202.

766B

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

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-02-09 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings
[-14's solution](#)

203.

766A

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

Quality: 34,547 global accepts · Rating: 1000 · first AC: 2017-02-09 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[-14's solution](#)

204.

757A

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

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

[-14's solution](#)

205.

732B

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

Quality: 25,768 global accepts · Rating: 1000 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[-14's solution](#)

206.

727A

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

Quality: 18,022 global accepts · Rating: 1000 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math

[-14's solution](#)

207.

724A

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

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[-14's solution](#)

208.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[-14's solution](#)

209.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[-14's solution](#)

210.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[-14's solution](#)

211.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[-14's solution](#)

212.

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,569 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, dp

[-14's solution](#)

213.

1966B

[Rectangle Filling](#) · [Tutorial](#)

Quality: 17,210 global accepts · Rating: 1100 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[-14's solution](#)

214.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-04-17 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, number theory

[-14's solution](#)

215.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[-14's solution](#)

216.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[-14's solution](#)

217.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,455 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings
[-14's solution](#)

218.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,382 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[-14's solution](#)

219.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[-14's solution](#)

220.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[-14's solution](#)

221.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[-14's solution](#)

222.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,722 global accepts · Rating: 1100 · first AC: 2023-06-07 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, math
[-14's solution](#)

223.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,488 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings, two pointers
[-14's solution](#)

224.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 1100 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation
[-14's solution](#)

225.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[-14's solution](#)

226.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,843 global accepts · Rating: 1100 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[-14's solution](#)

227.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,085 global accepts · Rating: 1100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[-14's solution](#)

228.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[-14's solution](#)

229.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[-14's solution](#)

230.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[-14's solution](#)

231.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,205 global accepts · Rating: 1100 · first AC: 2022-08-07 · last AC: 2022-08-09 · PyPy 3-64 (first AC) · Tags: brute force, data structures, strings

[-14's solution](#)

232.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,069 global accepts · Rating: 1100 · first AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[-14's solution](#)

233.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[-14's solution](#)

234.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[-14's solution](#)

235.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[-14's solution](#)

236.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-11-20 · GNU C++11 (first AC) · Tags: graphs, implementation

[-14's solution](#)

237.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[-14's solution](#)

238.

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

[-14's solution](#)

239.

758B

[Blown Garland](#) · [Tutorial](#)

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

[-14's solution](#)

240.

723B

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

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, strings

[-14's solution](#)

241.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,466 global accepts · Rating: 1100 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings, strings

[-14's solution](#)

242.

712B

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

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

[-14's solution](#)

243.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,622 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[-14's solution](#)

244.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[-14's solution](#)

245.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[-14's solution](#)

246.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[-14's solution](#)

247.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[-14's solution](#)

248.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[-14's solution](#)

249.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[-14's solution](#)

250.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[-14's solution](#)

251.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[-14's solution](#)

252.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,821 global accepts · Rating: 1200 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: math

[-14's solution](#)

253.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,392 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[-14's solution](#)

254.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[-14's solution](#)

255.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[-14's solution](#)

256.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, math

[-14's solution](#)

257.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 1200 · first AC: 2022-08-07 · PyPy 3-64 (first AC) · Tags: implementation

[-14's solution](#)

258.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,790 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[-14's solution](#)

259.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math

[-14's solution](#)

260.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,576 global accepts · Rating: 1200 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[-14's solution](#)

261.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2020-03-06 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[-14's solution](#)

262.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[-14's solution](#)

263.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[-14's solution](#)

264.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[-14's solution](#)

265.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[-14's solution](#)

266.

1028B

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

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[-14's solution](#)

267.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[-14's solution](#)

268.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-13 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[-14's solution](#)

269.

803B

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

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2017-04-30 · GNU C++11 (first AC) · Tags: constructive algorithms
[-14's solution](#)

270.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[-14's solution](#)

271.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games
[-14's solution](#)

272.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
[-14's solution](#)

273.

2124C

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

Quality: 14,591 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[-14's solution](#)

274.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[-14's solution](#)

275.

1984C1

[Magnitude \(Easy Version\)](#) · [Tutorial](#)

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[-14's solution](#)

276.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,497 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[-14's solution](#)

277.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[-14's solution](#)

278.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,478 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[-14's solution](#)

279.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[-14's solution](#)

280.

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,172 global accepts · Rating: 1300 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers
[-14's solution](#)

281.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[-14's solution](#)

282.

1881D

[Divide and Equalize](#) · [Tutorial](#)

Quality: 28,429 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[-14's solution](#)

283.

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,109 global accepts · Rating: 1300 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy
[-14's solution](#)

284.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[-14's solution](#)

285.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[-14's solution](#)

286.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[-14's solution](#)

287.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,848 global accepts · Rating: 1300 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math
[-14's solution](#)

288.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,774 global accepts · Rating: 1300 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive
[-14's solution](#)

289.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[-14's solution](#)

290.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[-14's solution](#)

291.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[-14's solution](#)

292.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[-14's solution](#)

293.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy
[-14's solution](#)

294.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,049 global accepts · Rating: 1300 · first AC: 2022-08-07 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[-14's solution](#)

295.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1300 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[-14's solution](#)

296.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,001 global accepts · Rating: 1300 · first AC: 2022-06-13 · last AC: 2022-06-13 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, trees
[-14's solution](#)

297.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,187 global accepts · Rating: 1300 · first AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[-14's solution](#)

298.

1571B

[Epic Novel](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 1300 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, math

[-14's solution](#)

299.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[-14's solution](#)

300.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[-14's solution](#)

301.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[-14's solution](#)

302.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[-14's solution](#)

303.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[-14's solution](#)

304.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: geometry, greedy, math

[-14's solution](#)

305.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,775 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[-14's solution](#)

306.

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[-14's solution](#)

307.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[-14's solution](#)

308.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[-14's solution](#)

309.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[-14's solution](#)

310.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[-14's solution](#)

311.

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[-14's solution](#)

312.

1002B1

[Distinguish zero state and W state](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 1300 · first AC: 2019-02-28 · Q# (first AC) · Tags: *special

[-14's solution](#)

313.

1002A2

[Generate superposition of zero state and a basis state](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 1300 · first AC: 2019-02-28 · Q# (first AC) · Tags: *special

[-14's solution](#)

314.

1007A

[Reorder the Array](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[-14's solution](#)

315.

932B

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

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

[-14's solution](#)

316.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,209 global accepts · Rating: 1300 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: brute force, dp, strings

[-14's solution](#)

317.

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2017-02-06 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

[-14's solution](#)

318.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[-14's solution](#)

319.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[-14's solution](#)

320.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[-14's solution](#)

321.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[-14's solution](#)

322.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[-14's solution](#)

323.

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, math

[-14's solution](#)

324.

1970C1

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

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[-14's solution](#)

325.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,705 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[-14's solution](#)

326.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[-14's solution](#)

327.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[-14's solution](#)

328.

1927E

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

Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, two pointers

[-14's solution](#)

329.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[-14's solution](#)

330.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,963 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[-14's solution](#)

331.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[-14's solution](#)

332.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[-14's solution](#)

333.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[-14's solution](#)

334.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[-14's solution](#)

335.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[-14's solution](#)

336.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[-14's solution](#)

337.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[-14's solution](#)

338.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[-14's solution](#)

339.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[-14's solution](#)

340.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[-14's solution](#)

341.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-10-12 · last AC: 2021-05-17 · PyPy 3 (first AC) · Tags: brute force, divide and conquer, interactive, math

[-14's solution](#)

342.

1515C

[Phoenix and Towers](#) · [Tutorial](#)

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[-14's solution](#)

343.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,463 global accepts · Rating: 1400 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[-14's solution](#)

344.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,492 global accepts · Rating: 1400 · first AC: 2021-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[-14's solution](#)

345.

1431B

[Polycarp and the Language of Gods](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1400 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation, two pointers

[-14's solution](#)

346.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[-14's solution](#)

347.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[-14's solution](#)

348.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[-14's solution](#)

349.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,589 global accepts · Rating: 1400 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[-14's solution](#)

350.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[-14's solution](#)

351.

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
[-14's solution](#)

352.

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
[-14's solution](#)

353.

803A

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

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2017-04-30 · GNU C++11 (first AC) · Tags: constructive algorithms
[-14's solution](#)

354.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, two pointers
[-14's solution](#)

355.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,796 global accepts · Rating: 1400 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: math, number theory
[-14's solution](#)

356.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[-14's solution](#)

357.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math
[-14's solution](#)

358.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[-14's solution](#)

359.

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special
[-14's solution](#)

360.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,427 global accepts · Rating: 1500 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[-14's solution](#)

361.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[-14's solution](#)

362.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[-14's solution](#)

363.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[-14's solution](#)

364.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[-14's solution](#)

365.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,376 global accepts · Rating: 1500 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[-14's solution](#)

366.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[-14's solution](#)

367.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[-14's solution](#)

368.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[-14's solution](#)

369.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[-14's solution](#)

370.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[-14's solution](#)

371.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[-14's solution](#)

372.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[-14's solution](#)

373.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[-14's solution](#)

374.

1431D

[Used Markers](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 1500 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[-14's solution](#)

375.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[-14's solution](#)

376.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[-14's solution](#)

377.

1211B

[Traveling Around the Golden Ring of Berland](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1500 · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[-14's solution](#)

378.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: brute force, dp, math, strings

[-14's solution](#)

379.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[-14's solution](#)

380.

1242A

[Tile Painting](#) · [Tutorial](#)

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

[-14's solution](#)

381.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[-14's solution](#)

382.

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[-14's solution](#)

383.

1002A3

[Generate superposition of two basis states](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 1500 · first AC: 2019-02-28 · Q# (first AC) · Tags: *special

[-14's solution](#)

384.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[-14's solution](#)

385.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, implementation

[-14's solution](#)

386.

1106D

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

Quality: 19,654 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[-14's solution](#)

387.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[-14's solution](#)

388.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[-14's solution](#)

389.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[-14's solution](#)

390.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[-14's solution](#)

391.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers
[-14's solution](#)

392.

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special
[-14's solution](#)

393.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

394.

1886C

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

Quality: 16,597 global accepts · Rating: 1600 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[-14's solution](#)

395.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[-14's solution](#)

396.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[-14's solution](#)

397.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[-14's solution](#)

398.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp
[-14's solution](#)

399.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math
[-14's solution](#)

400.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[-14's solution](#)

401.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[-14's solution](#)

402.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[-14's solution](#)

403.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[-14's solution](#)

404.

723C

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

Quality: 5,216 global accepts · Rating: 1600 · first AC: 2022-12-21 · last AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[-14's solution](#)

405.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
[-14's solution](#)

406.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[-14's solution](#)

407.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[-14's solution](#)

408.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2022-08-07 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, greedy, math
[-14's solution](#)

409.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings
[-14's solution](#)

410.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2022-04-01 · PyPy 3-64 (first AC) · Tags: *special, implementation, number theory
[-14's solution](#)

411.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[-14's solution](#)

412.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[-14's solution](#)

413.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,987 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[-14's solution](#)

414.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[-14's solution](#)

415.

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math, two pointers

[-14's solution](#)

416.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2021-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[-14's solution](#)

417.

1431C

[Black Friday](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 1600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[-14's solution](#)

418.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,347 global accepts · Rating: 1600 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[-14's solution](#)

419.

1305C

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

Quality: 18,783 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[-14's solution](#)

420.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[-14's solution](#)

421.

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2019-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[-14's solution](#)

422.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[-14's solution](#)

423.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[-14's solution](#)

424.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[-14's solution](#)

425.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[-14's solution](#)

426.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[-14's solution](#)

427.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[-14's solution](#)

428.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[-14's solution](#)

429.

1002B2

[Distinguish GHZ state and W state](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 1600 · first AC: 2019-02-28 · Q# (first AC) · Tags: *special

[-14's solution](#)

430.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: dp, implementation

[-14's solution](#)

431.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings

[-14's solution](#)

432.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[-14's solution](#)

433.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[-14's solution](#)

434.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[-14's solution](#)

435.

793B

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

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[-14's solution](#)

436.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[-14's solution](#)

437.

759B

[Travel Card](#) · [Tutorial](#)

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

[-14's solution](#)

438.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings

[-14's solution](#)

439.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[-14's solution](#)

440.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[-14's solution](#)

441.

712C

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

Quality: 6,202 global accepts · Rating: 1600 · first AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[-14's solution](#)

442.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[-14's solution](#)

443.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[-14's solution](#)

444.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[-14's solution](#)

445.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[-14's solution](#)

446.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[-14's solution](#)

447.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[-14's solution](#)

448.

1984C2

[Magnitude \(Hard Version\)](#) · [Tutorial](#)

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[-14's solution](#)

449.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[-14's solution](#)

450.

1970C2

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

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[-14's solution](#)

451.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,277 global accepts · Rating: 1700 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[-14's solution](#)

452.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[-14's solution](#)

453.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[-14's solution](#)

454.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,303 global accepts · Rating: 1700 · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings, two pointers
[-14's solution](#)

455.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math
[-14's solution](#)

456.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
[-14's solution](#)

457.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[-14's solution](#)

458.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1700 · first AC: 2023-11-02 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy
[-14's solution](#)

459.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings
[-14's solution](#)

460.

1881F

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

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees
[-14's solution](#)

461.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,486 global accepts · Rating: 1700 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math
[-14's solution](#)

462.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees
[-14's solution](#)

463.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[-14's solution](#)

464.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,798 global accepts · Rating: 1700 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[-14's solution](#)

465.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation

[-14's solution](#)

466.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[-14's solution](#)

467.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · last AC: 2023-01-02 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[-14's solution](#)

468.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[-14's solution](#)

469.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: games

[-14's solution](#)

470.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[-14's solution](#)

471.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[-14's solution](#)

472.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2022-01-12 · PyPy 3 (first AC) · Tags: implementation

[-14's solution](#)

473.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[-14's solution](#)

474.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1700 · first AC: 2021-04-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, number theory
[-14's solution](#)

475.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2021-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
[-14's solution](#)

476.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[-14's solution](#)

477.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[-14's solution](#)

478.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[-14's solution](#)

479.

1255D

[Feeding Chicken](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-20 · GNU C++11 (first AC) · Tags: greedy, implementation
[-14's solution](#)

480.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy
[-14's solution](#)

481.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[-14's solution](#)

482.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[-14's solution](#)

483.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[-14's solution](#)

484.

1002C1

[Distinguish zero state and plus state with minimum error](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 1700 · first AC: 2019-03-01 · Q# (first AC) · Tags: *special

[-14's solution](#)

485.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[-14's solution](#)

486.

827A

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

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, strings

[-14's solution](#)

487.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[-14's solution](#)

488.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[-14's solution](#)

489.

759A

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

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

[-14's solution](#)

490.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[-14's solution](#)

491.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[-14's solution](#)

492.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[-14's solution](#)

493.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[-14's solution](#)

494.

1267J

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

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[-14's solution](#)

495.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[-14's solution](#)

496.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: dp

[-14's solution](#)

497.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[-14's solution](#)

498.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[-14's solution](#)

499.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[-14's solution](#)

500.

1758D

[Range = " Sum](#)[Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[-14's solution](#)

501.

727D

[T-shirts Distribution](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2023-10-05 · last AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, greedy

[-14's solution](#)

502.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, expression parsing, greedy, math

[-14's solution](#)

503.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[-14's solution](#)

504.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,536 global accepts · Rating: 1800 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[-14's solution](#)

505.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[-14's solution](#)

506.

1856E1

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

Quality: 6,442 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[-14's solution](#)

507.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[-14's solution](#)

508.

1809D

[Binary String Sorting](#) · [Tutorial](#)

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[-14's solution](#)

509.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[-14's solution](#)

510.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[-14's solution](#)

511.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[-14's solution](#)

512.

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[-14's solution](#)

513.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[-14's solution](#)

514.

1571D

[Sweepstake](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, brute force, constructive algorithms, implementation, math

[-14's solution](#)

515.

1571C

[Rhyme](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[-14's solution](#)

516.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[-14's solution](#)

517.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[-14's solution](#)

518.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[-14's solution](#)

519.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[-14's solution](#)

520.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2021-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[-14's solution](#)

521.

1488B

[RBS Deletion](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 1800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[-14's solution](#)

522.

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[-14's solution](#)

523.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: geometry

[-14's solution](#)

524.

1290B

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

Quality: 7,155 global accepts · Rating: 1800 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[-14's solution](#)

525.

1255E1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-20 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[-14's solution](#)

526.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[-14's solution](#)

527.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[-14's solution](#)

528.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[-14's solution](#)

529.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[-14's solution](#)

530.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[-14's solution](#)

531.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[-14's solution](#)

532.

1002C2

[Distinguish zero state and plus state without errors](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 1800 · first AC: 2019-03-01 · Q# (first AC) · Tags: *special

[-14's solution](#)

533.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: constructive algorithms, hashing, strings

[-14's solution](#)

534.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[-14's solution](#)

535.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[-14's solution](#)

536.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[-14's solution](#)

537.

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

[-14's solution](#)

538.

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

[-14's solution](#)

539.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[-14's solution](#)

540.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[-14's solution](#)

541.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[-14's solution](#)

542.

1063C

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

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[-14's solution](#)

543.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[-14's solution](#)

544.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[-14's solution](#)

545.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[-14's solution](#)

546.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[-14's solution](#)

547.

1958E

[Yet Another Permutation Constructive](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 1900 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, constructive algorithms

[-14's solution](#)

548.

1970B1

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

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[-14's solution](#)

549.

1970G1

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

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[-14's solution](#)

550.

1970C3

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

Quality: 2,445 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[-14's solution](#)

551.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[-14's solution](#)

552.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[-14's solution](#)

553.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

554.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,387 global accepts · Rating: 1900 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[-14's solution](#)

555.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[-14's solution](#)

556.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[-14's solution](#)

557.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs
[-14's solution](#)

558.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[-14's solution](#)

559.

1800F

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

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings
[-14's solution](#)

560.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation
[-14's solution](#)

561.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[-14's solution](#)

562.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[-14's solution](#)

563.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[-14's solution](#)

564.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees
[-14's solution](#)

565.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math
[-14's solution](#)

566.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers
[-14's solution](#)

567.

1488D

[Problemsolving Marathon](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[-14's solution](#)

568.

1488C

[Two Policemen](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, brute force, math

[-14's solution](#)

569.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[-14's solution](#)

570.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[-14's solution](#)

571.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, sortings

[-14's solution](#)

572.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[-14's solution](#)

573.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[-14's solution](#)

574.

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[-14's solution](#)

575.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[-14's solution](#)

576.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[-14's solution](#)

577.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[-14's solution](#)

578.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers
[-14's solution](#)

579.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search
[-14's solution](#)

580.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures
[-14's solution](#)

581.

819B

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

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: data structures, implementation, math
[-14's solution](#)

582.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2017-04-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[-14's solution](#)

583.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2017-04-30 · GNU C++11 (first AC) · Tags: binary search, greedy
[-14's solution](#)

584.

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2017-02-06 · GNU C++11 (first AC) · Tags: brute force, implementation
[-14's solution](#)

585.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees
[-14's solution](#)

586.

757C

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

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings
[-14's solution](#)

587.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[-14's solution](#)

588.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[-14's solution](#)

589.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[-14's solution](#)

590.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[-14's solution](#)

591.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[-14's solution](#)

592.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, interactive, math

[-14's solution](#)

593.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[-14's solution](#)

594.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[-14's solution](#)

595.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[-14's solution](#)

596.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,893 global accepts · Rating: 2000 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[-14's solution](#)

597.

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, combinatorics

[-14's solution](#)

598.

1970E2

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

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[-14's solution](#)

599.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[-14's solution](#)

600.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[-14's solution](#)

601.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[-14's solution](#)

602.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[-14's solution](#)

603.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[-14's solution](#)

604.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[-14's solution](#)

605.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[-14's solution](#)

606.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,031 global accepts · Rating: 2000 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[-14's solution](#)

607.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[-14's solution](#)

608.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[-14's solution](#)

609.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[-14's solution](#)

610.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[-14's solution](#)

611.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[-14's solution](#)

612.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[-14's solution](#)

613.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[-14's solution](#)

614.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[-14's solution](#)

615.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[-14's solution](#)

616.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[-14's solution](#)

617.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[-14's solution](#)

618.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[-14's solution](#)

619.

1431E

[Chess Match](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2000 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special

[-14's solution](#)

620.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[-14's solution](#)

621.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[-14's solution](#)

622.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[-14's solution](#)

623.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[-14's solution](#)

624.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[-14's solution](#)

625.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

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626.

1010D

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Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

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627.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2017-04-30 · GNU C++11 (first AC) · Tags: dp, graphs

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628.

803F

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629.

758D

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630.

721D

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631.

2159B

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632.

2152E

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633.

2124E

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Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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634.

1267K

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Quality: 2,142 global accepts · Rating: 2100 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

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635.

1762D

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Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, number theory

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636.

1975E

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Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

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637.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

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638.

1970B2

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639.

1942D

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640.

1938J

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Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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641.

1930D2

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642.

1906F

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Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

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643.

1906J

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Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

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644.

763B

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645.

762C

[Two strings](#) · [Tutorial](#)

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646.

1886D

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647.

1876C

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Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · last AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[-14's solution](#)

648.

732E

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[-14's solution](#)

649.

1866H

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Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

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650.

1866G

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Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

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651.

1863E

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Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[-14's solution](#)

652.

1864E

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Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

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653.

1856D

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Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

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654.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math

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655.

1801D

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Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · last AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

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656.

1787E

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Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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657.

1761D

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Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

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658.

1431F

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Quality: 161 global accepts · Rating: 2100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

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659.

1431G

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Quality: 204 global accepts · Rating: 2100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, dp, games, greedy

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660.

1389D

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Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

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661.

1322B

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Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

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662.

1299C

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Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: data structures, geometry, greedy

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663.

1255E2

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Rating: 2100 · first AC: 2019-11-20 · last AC: 2019-11-20 · GNU C++11 (first AC) · Tags: greedy, math, number theory

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664.

1254B2

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Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

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665.

1252G

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1252K

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667.

1240C

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Rating: 2100 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

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668.

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669.

827C

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670.

799D

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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
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793D

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Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths
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672.

2113D

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Quality: 2,876 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
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673.

2034E

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Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math
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674.

1672E

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Quality: 2,517 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive
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675.

1991F

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676.

1970E3

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Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices
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677.

1938E

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Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —
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678.

1906H

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Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
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679.

1168C

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680.

1800G

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681.

1772G

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682.

723E

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Quality: 2,260 global accepts · Rating: 2200 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy
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1704E

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1515E

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688.

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1305E

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1252E

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1246C

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694.

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1178F1

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696.

1169E

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Rating: 2200 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: dp
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697.

1110D

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698.

1110E

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699.

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815B

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804C

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759C

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Rating: 2200 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, data structures

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704.

757D

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705.

2124F1

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706.

2057E1

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707.

1965C

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708.

1942E

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709.

1943C

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710.

1938G

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Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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711.

1927G

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Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, math

[-14's solution](#)

712.

1878G

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[-14's solution](#)

713.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

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714.

1866D

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Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

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715.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, two pointers

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716.

1861E

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717.

1864F

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Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

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718.

1782E

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Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

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1766E

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Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

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720.

1712E1

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Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

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721.

1552E

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722.

1528C

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723.

1468M

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724.

1488F

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Quality: 190 global accepts · Rating: 2300 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures

[-14's solution](#)

725.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[-14's solution](#)

726.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, dp, graphs, probabilities

[-14's solution](#)

727.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, math

[-14's solution](#)

728.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-21 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, interactive, math

[-14's solution](#)

729.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[-14's solution](#)

730.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[-14's solution](#)

731.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[-14's solution](#)

732.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[-14's solution](#)

733.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2017-05-01 · GNU C++11 (first AC) · Tags: data structures

[-14's solution](#)

734.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-24 · GNU C++11 (first AC) · Tags: geometry, implementation, math, sortings

[-14's solution](#)

735.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2017-03-24 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[-14's solution](#)

736.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation

[-14's solution](#)

737.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[-14's solution](#)

738.

1267A

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

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

739.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[-14's solution](#)

740.

1958G

[Observation Towers](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2400 · first AC: 2024-05-13 · last AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special

[-14's solution](#)

741.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[-14's solution](#)

742.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

743.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

744.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[-14's solution](#)

745.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[-14's solution](#)

746.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[-14's solution](#)

747.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[-14's solution](#)

748.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[-14's solution](#)

749.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[-14's solution](#)

750.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math

[-14's solution](#)

751.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[-14's solution](#)

752.

815C

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

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2023-01-02 · last AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[-14's solution](#)

753.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[-14's solution](#)

754.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · last AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[-14's solution](#)

755.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[-14's solution](#)

756.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[-14's solution](#)

757.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[-14's solution](#)

758.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[-14's solution](#)

759.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data

structures, dfs and similar, dsu, greedy, trees

[-14's solution](#)

760.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-08-02 · last AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[-14's solution](#)

761.

867E

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[-14's solution](#)

762.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[-14's solution](#)

763.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[-14's solution](#)

764.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-03 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[-14's solution](#)

765.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[-14's solution](#)

766.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees

[-14's solution](#)

767.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[-14's solution](#)

768.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[-14's solution](#)

769.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[-14's solution](#)

770.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2400 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[-14's solution](#)

771.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2019-02-13 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[-14's solution](#)

772.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[-14's solution](#)

773.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[-14's solution](#)

774.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[-14's solution](#)

775.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[-14's solution](#)

776.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[-14's solution](#)

777.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[-14's solution](#)

778.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: games, geometry, greedy, interactive

[-14's solution](#)

779.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[-14's solution](#)

780.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, trees

[-14's solution](#)

781.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[-14's solution](#)

782.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[-14's solution](#)

783.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[-14's solution](#)

784.

438C

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

Rating: 2500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[-14's solution](#)

785.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[-14's solution](#)

786.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[-14's solution](#)

787.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[-14's solution](#)

788.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[-14's solution](#)

789.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[-14's solution](#)

790.

1746E1

[Joking \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive

algorithms, interactive, ternary search

[-14's solution](#)

791.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[-14's solution](#)

792.

1709F

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[-14's solution](#)

793.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[-14's solution](#)

794.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[-14's solution](#)

795.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[-14's solution](#)

796.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[-14's solution](#)

797.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2021-04-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[-14's solution](#)

798.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2021-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[-14's solution](#)

799.

1488G

[Painting Numbers](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 2500 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, number theory

[-14's solution](#)

800.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · last AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[-14's solution](#)

801.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-01 · last AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[-14's solution](#)

802.

1314B

[Double Elimination](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: dp, implementation

[-14's solution](#)

803.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · last AC: 2020-02-17 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[-14's solution](#)

804.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[-14's solution](#)

805.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[-14's solution](#)

806.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[-14's solution](#)

807.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: data structures

[-14's solution](#)

808.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[-14's solution](#)

809.

1267I

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

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[-14's solution](#)

810.

1267F

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

Quality: 720 global accepts · Rating: 2600 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[-14's solution](#)

811.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[-14's solution](#)

812.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[-14's solution](#)

813.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[-14's solution](#)

814.

1970D2

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

Quality: 309 global accepts · Rating: 2600 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[-14's solution](#)

815.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[-14's solution](#)

816.

763C

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

Quality: 781 global accepts · Rating: 2600 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[-14's solution](#)

817.

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[-14's solution](#)

818.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games

[-14's solution](#)

819.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-25 · last AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[-14's solution](#)

820.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[-14's solution](#)

821.

1515F

[Phoenix and Earthquake](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[-14's solution](#)

822.

1431H

[Rogue-like Game](#) · [Tutorial](#)

Quality: 75 global accepts · Rating: 2600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, brute force, greedy, two pointers

[-14's solution](#)

823.

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[-14's solution](#)

824.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2019-11-25 · GNU C++11 (first AC) · Tags: constructive algorithms

[-14's solution](#)

825.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[-14's solution](#)

826.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-13 · GNU C++11 (first AC) · Tags: data structures, trees

[-14's solution](#)

827.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[-14's solution](#)

828.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2017-03-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[-14's solution](#)

829.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, interactive, math, probabilities

[-14's solution](#)

830.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[-14's solution](#)

831.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[-14's solution](#)

832.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[-14's solution](#)

833.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-25 · last AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[-14's solution](#)

834.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, number theory

[-14's solution](#)

835.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-20 · last AC: 2019-11-20 · GNU C++11 (first AC) · Tags: data structures, probabilities, trees

[-14's solution](#)

836.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: fft, math, strings

[-14's solution](#)

837.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[-14's solution](#)

838.

1267D

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

Quality: 261 global accepts · Rating: 2800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[-14's solution](#)

839.

1906D

[Spaceship Exploration](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 2800 · first AC: 2023-12-04 · last AC: 2024-06-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[-14's solution](#)

840.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

841.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2022-12-27 · last AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: flows
[-14's solution](#)

842.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[-14's solution](#)

843.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[-14's solution](#)

844.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, strings
[-14's solution](#)

845.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp
[-14's solution](#)

846.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation
[-14's solution](#)

847.

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy
[-14's solution](#)

848.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings
[-14's solution](#)

849.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[-14's solution](#)

850.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths
[-14's solution](#)

851.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, probabilities

[-14's solution](#)

852.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[-14's solution](#)

853.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[-14's solution](#)

854.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[-14's solution](#)

855.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

856.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[-14's solution](#)

857.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[-14's solution](#)

858.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2019-02-27 · GNU C++11 (first AC) · Tags: dp, interactive

[-14's solution](#)

859.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[-14's solution](#)

860.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[-14's solution](#)

861.

1866F

[Freak Joker Process](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[-14's solution](#)

862.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[-14's solution](#)

863.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[-14's solution](#)

864.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2019-11-25 · GNU C++11 (first AC) · Tags: constructive algorithms, games, trees

[-14's solution](#)

865.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[-14's solution](#)

866.

1578I

[Interactive Rays](#) · [Tutorial](#)

Quality: 72 global accepts · Rating: 3300 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive

[-14's solution](#)

867.

2122F

[Colorful Polygon](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry

[-14's solution](#)

868.

101175B

[Affine Mess](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

869.

101205A

[Asteroid Rangers](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

870.

101205G

[Minimum Cost Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

871.

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

872.

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[-14's solution](#)

873.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[-14's solution](#)

874.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[-14's solution](#)

875.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[-14's solution](#)

876.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[-14's solution](#)

877.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · last AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[-14's solution](#)

878.

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[-14's solution](#)

879.

101175D

[Chips Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[-14's solution](#)

880.

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[-14's solution](#)

881.

101175G

[Magic Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[-14's solution](#)

882.

101175I

[Mummy Madness](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[-14's solution](#)

883.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[-14's solution](#)

884.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[-14's solution](#)

885.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[-14's solution](#)

886.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[-14's solution](#)

887.

undefined448

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

Rating: — · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[-14's solution](#)

888.

105229C

[Egyptian Hieroglyphs](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[-14's solution](#)

889.

104022H

[Absolute Space](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[-14's solution](#)

890.

undefined176

[Flow construction](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · last AC: 2024-06-20 · C++20 (GCC 11-64) (first AC) · Tags: *special
[-14's solution](#)

891.

undefined303

[Great Berland Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · last AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: *special
[-14's solution](#)

892.

undefined445

[Dig or Climb](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: *special
[-14's solution](#)

893.

undefined277

[Heroes](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-18 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: *special
[-14's solution](#)

894.

undefined465

[Fire Station Building](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: *special

[-14's solution](#)

895.

undefined244

[Height, Bisector and Median](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

896.

undefined348

[Twisting the Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: *special

[-14's solution](#)

897.

undefined427

[Hamiltonian Polyhedron](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

898.

undefined345

[Revolution](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

899.

undefined290

[Defend the Milky Way](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

900.

undefined274

[Spam-filter](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · last AC: 2024-06-07 · PyPy 3-64 (first AC) · Tags: *special

[-14's solution](#)

901.

undefined412

[Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

902.

undefined170

[Particles](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · last AC: 2024-05-21 · Python 3 (first AC) · Tags: —

[-14's solution](#)

903.

undefined536

[Berland Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

904.

undefined242

[Student's Morning](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

905.

undefined488

[Dales and Hills](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

906.

undefined321

[The Spy Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · last AC: 2024-05-05 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

907.

105143C

[TreeBag and LIS](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

908.

105143A

[Shaking Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

909.

undefined271

[Book Pile](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · last AC: 2024-05-03 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

910.

undefined548

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

Rating: — · first AC: 2024-03-01 · last AC: 2024-04-30 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

911.

undefined103

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · last AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

912.

undefined241

[The United Fields of Chessboardia](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: *special

[-14's solution](#)

913.

undefined287

[Amusing Qc Machine](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · last AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: *special

[-14's solution](#)

914.

undefined342

[Reihenfolge](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

915.

undefined446

[Rotation Estimation](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

916.

undefined212

[Data Transmission](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

917.

undefined218

[Unstable Systems](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · last AC: 2024-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

918.

undefined259

[Printed PR](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · last AC: 2024-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

919.

undefined270

[Thimbles](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

920.

undefined532

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

Rating: — · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

921.

undefined467

[Chessmaster](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: *special

[-14's solution](#)

922.

undefined375

[Amplifiers](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · last AC: 2024-04-17 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

923.

undefined296

[Sasha vs. Kate](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · last AC: 2024-04-16 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

924.

undefined183

[Painting the balls](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · last AC: 2024-04-14 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

925.

undefined511

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

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

926.

undefined517

[Cornerless Tiling](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · PyPy 3-64 (first AC) · Tags: *special

[-14's solution](#)

927.

undefined249

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · last AC: 2024-04-11 · PyPy 3-64 (first AC) · Tags: *special

[-14's solution](#)

928.

undefined315

[The Highway Belt](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: *special

[-14's solution](#)

929.

undefined317

[Fast Ride](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

930.

undefined479

[Funny Feature](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

931.

undefined415

[Necessary Coins](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · last AC: 2024-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

932.

undefined224

[Little Queens](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · last AC: 2024-04-05 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

933.

undefined426

[Double Cyclic](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

934.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-04 · PHP (first AC) · Tags: *special, strings

[-14's solution](#)

935.

undefined108

[Self-numbers II](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · last AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

936.

undefined226

[Colored graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · last AC: 2024-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

937.

undefined439

[A Secret Book](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

938.

undefined322

[The Great Union](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

939.

undefined330

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special

[-14's solution](#)

940.

undefined339

[Segments](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special

[-14's solution](#)

941.

undefined508

[Black-White Balls](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

942.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-02 · PyPy 3-64 (first AC) · Tags: *special, strings

[-14's solution](#)

943.

undefined155

[Cartesian Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-20 · last AC: 2024-04-01 · GNU C++11 (first AC) · Tags: *special

[-14's solution](#)

944.

undefined385

[Highlander](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · last AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

945.

undefined546

[Ternary Password](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · last AC: 2024-03-28 · Python 3 (first AC) · Tags: —

[-14's solution](#)

946.

undefined529

[It's Time to Repair the Roads](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

947.

undefined344

[Weed](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · last AC: 2024-03-26 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

948.

undefined318

[Grants](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

949.

undefined504

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

Rating: — · first AC: 2024-03-26 · last AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

950.

undefined166

[Editor](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

951.

undefined126

[Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · last AC: 2024-03-25 · PyPy 3 (first AC) · Tags: *special

[-14's solution](#)

952.

undefined470

[The Death Cube](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

953.

undefined188

[Factory guard](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

954.

undefined182

[Open the brackets](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: *special

[-14's solution](#)

955.

undefined324

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

Rating: — · first AC: 2024-03-24 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

956.

undefined192

[RGB](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

957.

undefined308

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

Rating: — · first AC: 2024-03-23 · last AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

958.

undefined299

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · last AC: 2024-03-23 · PyPy 3-64 (first AC) · Tags: *special

[-14's solution](#)

959.

undefined284

[Grammar](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

960.

undefined497

[Abelian Groups](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

961.

undefined298

[King Berl VI](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · last AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: *special

[-14's solution](#)

962.

undefined334

[Tiny Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

963.

undefined389

[Strange Planet](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

964.

undefined149

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

965.

undefined354

[Just Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

966.

undefined429

[Problem Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: *special

[-14's solution](#)

967.

undefined416

[Optimal Dartboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · last AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

968.

undefined387

[Lazy Judges](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

969.

undefined143

[Long Live the Queen](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

970.

undefined428

[Rebus](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

971.

undefined201

[Non Absorbing DFA](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · PyPy 3-64 (first AC) · Tags: *special

[-14's solution](#)

972.

undefined301

[Boring. Hot. Summer...](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

973.

undefined402

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

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

974.

undefined346

[Snooker](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

975.

undefined214

[Weird Dissimilarity](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: *special

[-14's solution](#)

976.

undefined281

[Championship](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

977.

undefined483

[Jealous Cucumber](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

978.

undefined118

[Digital root](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · last AC: 2024-03-18 · PyPy 3 (first AC) · Tags: *special

[-14's solution](#)

979.

undefined425

[Control Function](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

980.

undefined545

[Cut the rope, another rope and so on!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

981.

undefined477

[Doors](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

982.

undefined408

[Game with Points](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

983.

undefined544

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

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

984.

undefined198

[Get Out!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

985.

undefined355

[Numbers Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · last AC: 2024-03-16 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

986.

undefined481

[Hero of Our Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

987.

undefined411

[Petya the Hero](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

988.

undefined213

[Strong Defence](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

989.

undefined476

[Coach's trouble](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · PyPy 3-64 (first AC) · Tags: *special

[-14's solution](#)

990.

undefined134

[Centroid](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-06 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

991.

undefined478

[Excursion](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

992.

undefined518

[Kidnapping](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

993.

undefined275

[To xor or not to xor](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · last AC: 2024-03-14 · C++20 (GCC 11-64) (first AC) · Tags: *special
[-14's solution](#)

994.

undefined233

[The Greatest Angle](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

995.

undefined314

[Shortest Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

996.

undefined463

[Walking around Berhattan](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

997.

undefined405

[Totalizator](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

998.

undefined510

[Distinct Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: *special
[-14's solution](#)

999.

undefined187

[Twist and whirl -- want to cheat](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: *special
[-14's solution](#)

1000.

undefined435

[UFO Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1001.

undefined130

[Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1002.

undefined455

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

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1003.

undefined289

[Challenging Tic-Tac-Toe](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1004.

undefined307

[Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · last AC: 2024-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

1005.

undefined350

[XOR-omania](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1006.

undefined261

[Discrete Roots](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1007.

undefined505

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

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1008.

undefined539

[Multiswap Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1009.

undefined492

[Hotel in Ves Lagos](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1010.

undefined462

[Electrician](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1011.

undefined177

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1012.

undefined534

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

1013.

undefined185

[Two shortest](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

1014.

undefined337

[Keven](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++20 (GCC 13-64) (first AC) · Tags: *special

[-14's solution](#)

1015.

undefined407

[Number of Paths in the Empire](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1016.

undefined280

[Trade centers](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

1017.

undefined133

[Border](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-06 · last AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1018.

undefined422

[Fast Typing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

1019.

undefined104

[Little Shop of Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · last AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1020.

undefined521

["North-East"](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: *special

[-14's solution](#)

1021.

undefined239

[Minesweeper](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1022.

undefined489

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

Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

1023.

undefined361

[National Flag](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1024.

undefined209

[Areas](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: *special

[-14's solution](#)

1025.

undefined294

[He's Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1026.

undefined424

[Beautiful Graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1027.

undefined190

[Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 13-64) (first AC) · Tags: *special

[-14's solution](#)

1028.

undefined101

[Domino](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · last AC: 2024-03-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1029.

undefined551

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

Rating: — · first AC: 2019-11-06 · last AC: 2024-03-08 · PyPy 3 (first AC) · Tags: *special

[-14's solution](#)

1030.

undefined356

[Extrasensory Perception](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1031.

undefined326

[Perspective](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special

[-14's solution](#)

1032.

undefined417

[Heavy Disc](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · last AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

1033.

undefined444

[Headstrong Student](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1034.

undefined365

[Ships of the Desert](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · PyPy 3-64 (first AC) · Tags: *special

[-14's solution](#)

1035.

undefined362

[Robot-Annihilator](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

1036.

undefined363

[Baggage room](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

1037.

undefined236

[Greedy Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special

[-14's solution](#)

1038.

undefined514

[Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[-14's solution](#)

1039.

undefined221

[Big Bishops](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · PyPy 3-64 (first AC) · Tags: *special

[-14's solution](#)

1040.

undefined222

[Little Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · last AC: 2024-03-07 · PyPy 3-64 (first AC) · Tags: *special

[-14's solution](#)

1041.

undefined206

[Roads](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · last AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: *special

[-14's solution](#)

1042.

undefined107

[987654321 problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · last AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1043.

undefined499

[Greatest Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

1044.

104945M

[In-order](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1045.

104945H

[Break a leg!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1046.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1047.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1048.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1049.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1050.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1051.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1052.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1053.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1054.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1055.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1056.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1057.

undefined178

[Chain](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · PyPy 3-64 (first AC) · Tags: —
[-14's solution](#)

1058.

undefined207

[Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · PyPy 3-64 (first AC) · Tags: —
[-14's solution](#)

1059.

undefined269

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1060.

undefined106

[The Equation](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · last AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1061.

undefined482

[Impudent Thief](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1062.

undefined186

[The chain](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1063.

undefined484

[Kola](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · PyPy 3-64 (first AC) · Tags: *special

[-14's solution](#)

1064.

undefined496

[L-Shapes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1065.

undefined379

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1066.

undefined194

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

1067.

undefined278

[Fuel](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1068.

undefined220

[Little Bishops](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

1069.

undefined506

[Subsequences Of Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1070.

undefined246

[Black & White](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · PyPy 3-64 (first AC) · Tags: *special

[-14's solution](#)

1071.

undefined524

[Buoys](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1072.

undefined179

[Brackets light](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1073.

undefined197

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · PyPy 3-64 (first AC) · Tags: *special

[-14's solution](#)

1074.

undefined195

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1075.

undefined311

[Ice-cream Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

1076.

undefined531

[Bonnie and Clyde](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1077.

undefined203

[Hyperhuffman](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1078.

undefined304

[Mars Stomatology](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

1079.

undefined502

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

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

1080.

undefined520

[Fire in the Country](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1081.

undefined370

[Rifleman](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

1082.

undefined523

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · PyPy 3-64 (first AC) · Tags: *special

[-14's solution](#)

1083.

undefined174

[Walls](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

1084.

undefined552

[Database Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

1085.

undefined230

[Weighings](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1086.

undefined515

[Recover Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1087.

undefined495

[Kids and Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · PyPy 3-64 (first AC) · Tags: *special

[-14's solution](#)

1088.

undefined374

[Save Vasya](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · PyPy 3-64 (first AC) · Tags: *special

[-14's solution](#)

1089.

undefined549

[Dumbbells](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1090.

undefined310

[Hippopotamus](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1091.

undefined181

[X-Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1092.

undefined553

[Sultan's Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

1093.

undefined353

[Billing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1094.

undefined167

[I-country](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · last AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

1095.

undefined519

[3D City Model](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1096.

undefined223

[Little Kings](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

1097.

undefined302

[BHTML 1.0](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · PyPy 3-64 (first AC) · Tags: *special

[-14's solution](#)

1098.

undefined297

[Fair-play](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1099.

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[Text Editor](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

1100.

undefined398

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

Rating: — · first AC: 2024-02-29 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1101.

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[Treediff](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

1102.

undefined276

[Andrew's Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1103.

undefined180

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · PyPy 3-64 (first AC) · Tags: *special

[-14's solution](#)

1104.

undefined404

[Fotrune-telling with camomile](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1105.

undefined403

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

Rating: — · first AC: 2024-02-29 · PyPy 3-64 (first AC) · Tags: *special

[-14's solution](#)

1106.

undefined171

[Sarov zones](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

1107.

undefined316

[Code Tanks](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1108.

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[Beloved Sons](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · last AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

1109.

undefined232

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

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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1110.

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[Two Cylinders](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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1111.

undefined196

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

Rating: — · first AC: 2024-02-28 · Python 3 (first AC) · Tags: —

[-14's solution](#)

1112.

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[Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · PyPy 3-64 (first AC) · Tags: *special

[-14's solution](#)

1113.

undefined172

[eXam](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · last AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1114.

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[Computer Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: *special
[-14's solution](#)

1115.

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[Prime Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · PyPy 3 (first AC) · Tags: —
[-14's solution](#)

1116.

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[Integer Linear Programming](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · PyPy 3-64 (first AC) · Tags: *special
[-14's solution](#)

1117.

undefined184

[Patties](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: *special
[-14's solution](#)

1118.

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[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · PyPy 3-64 (first AC) · Tags: —
[-14's solution](#)

1119.

undefined347

[Join the Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · PyPy 3-64 (first AC) · Tags: *special
[-14's solution](#)

1120.

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[Set Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · PyPy 3-64 (first AC) · Tags: —
[-14's solution](#)

1121.

undefined438

[The Glorious Karlutka River =\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: *special
[-14's solution](#)

1122.

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[Everlasting...?](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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1123.

undefined357

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1124.

undefined406

[Goggle](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · PyPy 3-64 (first AC) · Tags: —
[-14's solution](#)

1125.

undefined458

[The Monochrome Picture](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · last AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

1126.

undefined527

[Explode 'Em All](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

1127.

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[Maximal Clique](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1128.

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[Largest Circle](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

1129.

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[Strange Random](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1130.

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[Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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1131.

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[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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1132.

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[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1133.

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[Dice Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: *special

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1134.

undefined199

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: *special

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1135.

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[Cracking RSA](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1136.

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[Bulls and Cows](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · Python 3 (first AC) · Tags: *special

[-14's solution](#)

1137.

undefined456

[Annuity Payment Scheme](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · Python 3 (first AC) · Tags: —

[-14's solution](#)

1138.

undefined460

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · Python 3 (first AC) · Tags: *special

[-14's solution](#)

1139.

undefined169

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · Python 3 (first AC) · Tags: —

[-14's solution](#)

1140.

undefined168

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1141.

undefined253

[Theodore Roosevelt](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · last AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: *special

[-14's solution](#)

1142.

102992A

[Ah, It's Yesterday Once More](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · last AC: 2023-11-29 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1143.

102482E

[Getting a Jump on Crime](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1144.

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1145.

104772H

[H-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1146.

104076H

[Set of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · last AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1147.

104772L

[Loops](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1148.

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1149.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1150.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1151.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1152.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1153.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1154.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1155.

104772D

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

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1156.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1157.

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1158.

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1159.

104076B

[Torch](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1160.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1161.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1162.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1163.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1164.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1165.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1166.

104757C

[Convex Hull Extension](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · last AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1167.

104587D

[Oreperations Research](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1168.

104587I

[Scholar's Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1169.

104587A

[All in the Family](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1170.

104587F

[Over the Hill, Part 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1171.

104587L

[Workers of the World Unite! Just Not Too Close.](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1172.

104587K

[Weighty Tomes](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1173.

104587J

[Simply Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1174.

104587B

[Kinky Word Searches](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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1175.

104587H

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Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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104587G

[A Rank Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1177.

104587E

[Over the Hill, Part 1](#) · [Tutorial](#)

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[-14's solution](#)

1178.

104587C

[Math Trade](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1179.

104757H

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

Rating: — · first AC: 2023-11-02 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1180.

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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1181.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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1182.

104757E

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Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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1183.

104757K

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1184.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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1185.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · Python 3 (first AC) · Tags: —

[-14's solution](#)

1186.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1187.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1188.

103861D

[Two Walls](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · last AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1189.

102770D

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

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1190.

102770H

[Huge Clouds](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1191.

102770G

[Gliding](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1192.

102770F

[Finding a Sample](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · last AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1193.

102770E

[Easy DP Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1194.

102770A

[AD 2020](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1195.

102770I

[Invoking the Magic](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1196.

102770C

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

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1197.

102770K

[Killing the Brute-force](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1198.

102770B

[Bin Packing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1199.

102823L

[Two Ants](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · last AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1200.

104736A

[Analyzing Contracts](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1201.

104736L

[Latam++](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1202.

104736E

[Elevated Profits](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1203.

104736K

[Keen on Order](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1204.

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1205.

104736H

[Health in Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1206.

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1207.

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1208.

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1209.

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1210.

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1211.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1212.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · Python 3 (first AC) · Tags: —
[-14's solution](#)

1213.

104385G

[Copy and Paste](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1214.

104385D

[Stack Out](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1215.

104385F

[Cities](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1216.

104385K

[Split](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1217.

104385H

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1218.

104385J

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1219.

104385B

[Wonderful Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1220.

104385C

[Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1221.

104385I

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1222.

104385L

[Zhang Fei Threading Needles - Thick with Fine](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · PyPy 3-64 (first AC) · Tags: —
[-14's solution](#)

1223.

104385A

[Drill Wood to Make Fire](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · PyPy 3-64 (first AC) · Tags: —
[-14's solution](#)

1224.

104160K

[Security at Museums](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1225.

104725J

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Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1226.

104725B

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Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1227.

104725D

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Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1228.

104725E

[I8N•NPW](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1229.

104725G

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Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1230.

104725H

[Wq&N2n8b](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1231.

104725F

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Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1232.

104725L

[Q1b•m8b](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1233.

104725A

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Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1234.

104725K

[RSP](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1235.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · last AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1236.

104670B

[Breaking Bars](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1237.

104670I

[Intact Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · last AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1238.

104670C

[Customs Controls](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1239.

104670E

[Eavesdropper Evasion](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · last AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1240.

104670H

[Hiring Help](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1241.

104670D

[Deceptive Directions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1242.

104670L

[Locust Locus](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1243.

104670A

[Antenna Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1244.

104670K

[Knot Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1245.

104670J

[Joint Jog Jam](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1246.

104670G

[Grazed Grains](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1247.

104670F

[Fortune From Folly](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1248.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1249.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · last AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1250.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1251.

104128I

[Perfect Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1252.

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1253.

104619D

[Divide a Convex](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1254.

104619H

[Heap Structure](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1255.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1256.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · PyPy 3-64 (first AC) · Tags: —
[-14's solution](#)

1257.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1258.

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1259.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1260.

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1261.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1262.

103202A

[The Grand Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1263.

101471A

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

Rating: — · first AC: 2023-10-07 · last AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1264.

104614H

[Picking Up Steam](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · last AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1265.

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1266.

104614E

[Hilbert's Hedge Maze](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1267.

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1268.

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1269.

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1270.

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1271.

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1272.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1273.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1274.

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1275.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1276.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · last AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1277.

104611J

[radius](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1278.

104611A

[Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · PyPy 3-64 (first AC) · Tags: —
[-14's solution](#)

1279.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1280.

102452A

[Axis of Symmetry](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1281.

102452K

[Key Project](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1282.

102452C

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

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1283.

102452I

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

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1284.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1285.

102452J

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

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1286.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1287.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1288.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1289.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1290.

104172G

[Paddle Star](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1291.

104172J

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1292.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1293.

104172L

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

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1294.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1295.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1296.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1297.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1298.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1299.

102956K

[Bookcase Solidity United](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1300.

102956E

[Brief Statements Union](#) · [Tutorial](#)

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1301.

102956B

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1302.

102956C

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1303.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

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1304.

102956I

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1305.

102956D

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Rating: — · first AC: 2023-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —
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1306.

102956M

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Rating: — · first AC: 2023-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —
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1307.

102956G

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Rating: — · first AC: 2023-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —
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1308.

102956J

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1309.

103687D

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Rating: — · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —
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1310.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · last AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —
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1311.

104090E

[Oscar is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
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1312.

104090B

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Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
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1313.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
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1314.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
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1315.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1316.

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1317.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
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1318.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1319.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1320.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1321.

101208J

[Pollution Solution](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1322.

103389H

[4G-Q](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1323.

102992I

[Interested in Skiing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1324.

103119E

[Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1325.

103427A

[A Bite of Teyvat](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1326.

104369F

[Traveling in Cells](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · last AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1327.

104288I

[Spider Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1328.

104369J

[X Equals Y](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1329.

104369H

[Canvas](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1330.

104369E

[New but Nostalgic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1331.

104369M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1332.

104369B

[Base Station Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1333.

104369K

[Peg Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1334.

104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1335.

104369I

[Path Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1336.

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1337.

104369A

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

Rating: — · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1338.

104021J

[Toad's Travel](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1339.

104021C

[Image Processing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1340.

103415G

[Slope](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · last AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1341.

103415J

[Cafeteria](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · last AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1342.

103415K

[Magus Night](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1343.

103415F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1344.

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1345.

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1346.

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1347.

103069C

[Random Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1348.

104022D

[Farm](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · last AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1349.

104270I

[Soldier Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1350.

104270D

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

Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1351.

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1352.

104270J

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1353.

104270M

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

Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1354.

104021L

[Xian Xiang](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1355.

104021E

[XOR Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1356.

104021A

[Girls Band Party](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1357.

104021H

[Delivery Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1358.

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1359.

104021K

[Largest Common Submatrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1360.

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1361.

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1362.

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1363.

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · Python 3 (first AC) · Tags: —
[-14's solution](#)

1364.

104021N

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

Rating: — · first AC: 2023-08-24 · Python 2 (first AC) · Tags: —
[-14's solution](#)

1365.

104353A

[Tutorial Lv. y < r](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1366.

104353F

[Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1367.

104353J

[~TieoAu](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1368.

104353C

[Markdown^h^h tutorial](#)

Rating: — · first AC: 2023-05-16 · PyPy 3-64 (first AC) · Tags: —
[-14's solution](#)

1369.

104353G

[String Game II](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1370.

104353I

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Rating: — · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1371.

104353E

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Rating: — · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1372.

104353D

[\[d\]a^e^h^h](#)

Rating: — · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1373.

104353B

[N^Qsua^r^A^f^g^V^U^y](#)

Rating: — · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1374.

104081B

[•ûe^r^S^o^r^i^h](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1375.

104081J

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Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1376.

104081K

[S^:^o^o^e](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1377.

104081F

[OM^D^a^~^e](#)

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1378.

104081I

[Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1379.

104081H

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Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
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1380.

104081G

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Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1381.

104081L

[Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1382.

104081C

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Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1383.

104081E

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Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
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1384.

104081A

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Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
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1385.

103828I

[Bombing buildings](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
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1386.

103828D

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Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
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1387.

103828C

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Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
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1388.

103828G

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1389.

103828N

[Moving grid](#) · [Tutorial](#)

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1390.

103828L

[No Arithmetic subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
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1391.

103828H

[Kite](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · PyPy 3-64 (first AC) · Tags: —
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1392.

103828A

[2 Arrays Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1393.

103828J

[Even Adjacent Product](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · PyPy 3-64 (first AC) · Tags: —
[-14's solution](#)

1394.

103828M

[Mobile Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · PyPy 3-64 (first AC) · Tags: —
[-14's solution](#)

1395.

103828E

[Do you where is Naseem?](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · Python 3 (first AC) · Tags: —
[-14's solution](#)

1396.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1397.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · PyPy 3-64 (first AC) · Tags: —
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1398.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
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1399.

103860G

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Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

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1401.

103860L

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Rating: — · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1402.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1403.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1404.

102465J

[Mona Lisa](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1405.

103466G

[Poker Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-27 · last AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1406.

103687E

[Easy Jump](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1407.

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1408.

103687J

[Frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1409.

103687I

[Barbecue](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1410.

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1411.

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1412.

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1413.

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · Python 3 (first AC) · Tags: —
[-14's solution](#)

1414.

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1415.

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1416.

103640G

[Generator Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1417.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1418.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
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1419.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
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1420.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1421.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
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1422.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1423.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1424.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1425.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, constructive algorithms
[-14's solution](#)

1426.

103483H

[Lots of Parabolas](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1427.

103483G

[The Math of Sailing](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1428.

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1429.

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1430.

103483D

[Exam registration](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1431.

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1432.

103483F

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

Rating: — · first AC: 2022-03-30 · PyPy 3-64 (first AC) · Tags: —
[-14's solution](#)

1433.

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1434.

103577G

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

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1435.

103577M

[Classroom Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1436.

103577F

[Flow of binary matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1437.

103577D

[Derivative of polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1438.

103577E

[Molecules](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1439.

103577J

[Just enough squares](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1440.

103577L

[Convert to heap](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1441.

103577A

[Artistic Swimming](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1442.

103577H

[Hiking trip](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1443.

103577B

[Blockchain](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1444.

103577C

[Corona](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1445.

103388J

[Just Bootfall](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1446.

103388D

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

Rating: — · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1447.

103388L

[Listing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1448.

103388F

[Freedom from Prison](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1449.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1450.

103388I

[Inverting Everything](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1451.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1452.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1453.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1454.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1455.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1456.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1457.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1458.

103185I

[Impenetrable Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1459.

103185A

[Almost Origami](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1460.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1461.

103185B

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

Rating: — · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1462.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1463.

103185M

[May I Add a Letter?](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1464.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1465.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1466.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1467.

103185F

[Fascinating Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1468.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1469.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1470.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1471.

103495H

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

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1472.

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1473.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1474.

103495B

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1475.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1476.

103495C

[Magical Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1477.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1478.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[-14's solution](#)

1479.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1480.

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1481.

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1482.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1483.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1484.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1485.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1486.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1487.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1488.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1489.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1490.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1491.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1492.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1493.

103443D

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

Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1494.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1495.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1496.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1497.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1498.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1499.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1500.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1501.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1502.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1503.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · Python 3 (first AC) · Tags: —
[-14's solution](#)

1504.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1505.

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1506.

103466E

[Observation](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1507.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1508.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1509.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-05 · PyPy 3-64 (first AC) · Tags: —
[-14's solution](#)

1510.

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1511.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1512.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1513.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1514.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1515.

103447F

[Master Spark](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · last AC: 2022-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1516.

103447L

[Karshilov's Matching Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1517.

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1518.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1519.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1520.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1521.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1522.

103447B

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

Rating: — · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1523.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[-14's solution](#)

1524.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1525.

103446B

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

Rating: — · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1526.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1527.

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1528.

103446J

[Two Binary Strings Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1529.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1530.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1531.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · last AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1532.

103446D

[Strange Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · last AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1533.

103428L

[shake hands](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · last AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1534.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1535.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · last AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1536.

103428K

[Tiny Stars](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1537.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1538.

103428I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1539.

103428C

[Assign or Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1540.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1541.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

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1542.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1543.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1544.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

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[-14's solution](#)

1545.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

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[-14's solution](#)

1546.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1547.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1548.

103427D

[Cross the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1549.

103427L

[Perfect Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1550.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1551.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

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[-14's solution](#)

1552.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1553.

103427J

[Luggage Lock](#) · [Tutorial](#)

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[-14's solution](#)

1554.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1555.

102391F

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1556.

102391H

[Maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1557.

102391G

[Lexicographically Minimum Walk](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1558.

102391A

[6789](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1559.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1560.

103409F

[Illuminations II](#) · [Tutorial](#)

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[-14's solution](#)

1561.

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1562.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1563.

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1564.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1565.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1566.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1567.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1568.

103389J

[g YgCzrE-Æ](#)

Rating: — · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1569.

103389C

[•PufA—](#)

Rating: — · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1570.

103389B

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Rating: — · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1571.

103389F

[W0v6k.\)](#)

Rating: — · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1572.

103389E

[^«W0v„iR](#)

Rating: — · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1573.

103389I

[š-řv8aN •f](#)

Rating: — · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1574.

103389A

[QINoig.i](#)

Rating: — · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1575.

103389G

[3G•Q•U0rial](#)

Rating: — · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1576.

103389K

[TomPa8b](#)

Rating: — · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1577.

103389D

[Onu-Si](#)

Rating: — · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1578.

103261A

[Um nik's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · last AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1579.

103261H

[Greedy Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1580.

103261D

[FFT Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

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1581.

103261E

[Binary Search Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1582.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · Python 3 (first AC) · Tags: —

[-14's solution](#)

1583.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1584.

103055D

[Shortest Path Query](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · last AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1585.

103260B

[Lockout vs tourist](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1586.

103260A

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

Rating: — · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1587.

103260L

[Extreme Wealth](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · PyPy 3 (first AC) · Tags: —

[-14's solution](#)

1588.

103260I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1589.

103260G

[Remove the Prime](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1590.

103260J

[Increasing or Decreasing](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1591.

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1592.

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1593.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1594.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1595.

103366D

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

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1596.

103366I

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · last AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1597.

103366F

[Four Column Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · last AC: 2021-10-30 · PyPy 3-64 (first AC) · Tags: —

[-14's solution](#)

1598.

103366C

[Crystal Caves](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1599.

103366H

[Hearthstone So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1600.

103366G

[Magic Number Group](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1601.

103366J

[LRU](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1602.

103366A

[Mio visits ACGN Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1603.

103366B

[Continued Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1604.

103366L

[It Rains Again](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1605.

103366K

[Many Littles Make a Mickle](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · PyPy 3 (first AC) · Tags: —
[-14's solution](#)

1606.

103055B

[Restore Atlantis](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · last AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1607.

103055G

[Wall Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1608.

103055I

[Grammy and Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1609.

103055F

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

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1610.

103055C

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1611.

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
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1612.

103055M

[Game Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
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1613.

103055L

[String Freshman](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
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1614.

103055A

[League of Legends](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1615.

103329E

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · last AC: 2021-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1616.

103329A

[Yes, Prime Minister](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1617.

100151F

[Divisibility](#) · [Tutorial](#)

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[-14's solution](#)

1618.

101398I

[Idol](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1619.

101398F

[Foul Play](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1620.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · last AC: 2021-08-03 · PyPy 3 (first AC) · Tags: *special

[-14's solution](#)

1621.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

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1622.

103069I

[Plants vs Zombies](#) · [Tutorial](#)

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1623.

102780E

[Printed circuit board](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-15 · last AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1624.

102780I

[Andrew and Python](#) · [Tutorial](#)

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1625.

102780G

[Hourglass](#) · [Tutorial](#)

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[-14's solution](#)

1626.

102780K

[Parabolic sorting](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1627.

102780J

[Something that resembles Waring's problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-15 · PyPy 3 (first AC) · Tags: —

[-14's solution](#)

1628.

102780C

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1629.

102780F

[A word game](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1630.

102780B

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

Rating: — · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1631.

102780D

[Power play](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-15 · PyPy 3 (first AC) · Tags: —

[-14's solution](#)

1632.

102780H

[Men's showdown](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1633.

102780A

[Green tea](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1634.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1635.

102511B

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

Rating: — · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1636.

102511G

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

Rating: — · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1637.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1638.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1639.

102511E

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

Rating: — · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1640.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1641.

103186L

[SOUNDMešITÈbQQK](#)

Rating: — · first AC: 2021-07-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1642.

102878K

[Number Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1643.

102878C

[Simple AniPop](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1644.

102878J

[Teacher Long and Machine Learning](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1645.

102878E

[Eigen Substring](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1646.

102878H

[Treasure Hunt](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1647.

102878L

[Long Long Wanna Buy](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1648.

102878M

[Camouflage](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1649.

102878I

[Nobody Knows Better Than Me](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1650.

102878G

[Nim plus](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1651.

102878D

[Life Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1652.

102878A

[IQ difference](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1653.

103115C

[chino with minimum](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1654.

103115F

[chino with ball](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1655.

103115B

[cocktail with hearthstone](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —
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1656.

103115H

[cocktail with pony](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1657.

103115E

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[-14's solution](#)

1658.

103115A

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[-14's solution](#)

1659.

103115G

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Rating: — · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1660.

103115D

[cocktail with swap](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1661.

103115I

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Rating: — · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1662.

103115J

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[-14's solution](#)

1663.

103115K

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Rating: — · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1664.

103107I

[ICU4C](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1665.

103107A

[And RMQ](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1666.

103107B

[Bo Bing](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —
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1667.

103107G

[Go? No](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · last AC: 2021-07-07 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1668.

103107E

[Elastic Search](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1669.

103107H

[Hack DSU!](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1670.

103107F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1671.

103107J

[JOJO's Factory](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1672.

103107D

[Doin' Time](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1673.

103107K

[Keep Eating](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1674.

103117C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1675.

103117E

[Don't Really Like How The Story Ends](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1676.

103117F

[Direction Setting](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1677.

103117L

[Spicy Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1678.

103117B

[Hotpot](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1679.

103117M

[True Story](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1680.

103117H

[Nihongo wa Muzukashii Desu](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1681.

103117D

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

Rating: — · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1682.

103117K

[K-skip Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1683.

103117A

[Chuanpai](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1684.

103118A

[Beta Go](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1685.

103118B

[Build Roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1686.

103118F

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1687.

103118M

[Matrix Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1688.

103118H

[Adventurer's Guild](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1689.

103118D

[Dyson Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1690.

103118C

[Cat Virus](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1691.

103118G

[Grade Point Average](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · Python 3 (first AC) · Tags: —
[-14's solution](#)

1692.

103145G

[Ball](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1693.

103145B

[Cypher](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1694.

103145H

[Loneliness](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1695.

103145M

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

Rating: — · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1696.

103145D

[Lowbit](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1697.

103145J

[Transform](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1698.

103145A

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1699.

103145K

[City](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1700.

103145I

[Takeaway](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1701.

103145C

[Vertex Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[-14's solution](#)

1702.

103145E

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

Rating: — · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1703.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1704.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1705.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1706.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1707.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[-14's solution](#)

1708.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1709.

103119L

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

Rating: — · first AC: 2021-06-30 · PyPy 3 (first AC) · Tags: —

[-14's solution](#)

1710.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1711.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · last AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1712.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1713.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1714.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1715.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1716.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1717.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1718.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · PyPy 3 (first AC) · Tags: —

[-14's solution](#)

1719.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1720.

102800D

[Trie](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1721.

102800F

[Queue](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1722.

102800H

[Curious](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1723.

102800J

[Situation](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1724.

102800I

[World Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1725.

102800M

[Warmup:Upanishad](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1726.

102800A

[Chord](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1727.

102800E

[Shorten the Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1728.

102800C

[String Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1729.

102800G

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · PyPy 3 (first AC) · Tags: —
[-14's solution](#)

1730.

102800L

[Swimmer](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: —

[-14's solution](#)

1731.

102800B

[Problem Select](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: —

[-14's solution](#)

1732.

undefined164

[Airlines](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · last AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1733.

undefined165

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1734.

undefined163

[Wise King](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · PyPy 3 (first AC) · Tags: —

[-14's solution](#)

1735.

undefined162

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1736.

undefined160

[Magic Multiplying Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1737.

undefined159

[Self-Replicating Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · last AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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1738.

undefined158

[Commuter Train](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · last AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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1739.

102760A

[Advertisement Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: —

[-14's solution](#)

1740.

102760G

[LCS 8](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: —

[-14's solution](#)

1741.

102760J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1742.

102760K

[Sewing Graph](#) · [Tutorial](#)

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[-14's solution](#)

1743.

102760E

[Min-hashing](#) · [Tutorial](#)

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[-14's solution](#)

1744.

102760H

[Mock Competition Marketing](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1745.

102760D

[Fix Wiring](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1746.

102760F

[Square, Not Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1747.

102760B

[Bombs In My Deck](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1748.

102992D

[Degree of Spanning Tree](#) · [Tutorial](#)

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[-14's solution](#)

1749.

102835G

[Graph Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-09 · last AC: 2021-05-09 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1750.

102835D

[Quality Monitoring](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1751.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1752.

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1753.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1754.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1755.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1756.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1757.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1758.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1759.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1760.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · last AC: 2021-05-08 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1761.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1762.

102900H

[Rice Arrangement](#) · [Tutorial](#)

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[-14's solution](#)

1763.

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1764.

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1765.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1766.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1767.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1768.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1769.

102471C

[Dirichlet \$k\$ -th root](#) · [Tutorial](#)

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[-14's solution](#)

1770.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1771.

102822B

[Building Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1772.

102822H

[Hide and Seek](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1773.

102822C

[Code a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: —
[-14's solution](#)

1774.

102822L

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: —

[-14's solution](#)

1775.

102822J

[Joy of Handcraft](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: —

[-14's solution](#)

1776.

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: —

[-14's solution](#)

1777.

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: —

[-14's solution](#)

1778.

102822K

[Knowledge is Power](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: —

[-14's solution](#)

1779.

102769K

[Kingdom's Power](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1780.

102769F

[Friendly Group](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1781.

102769E

[Exam Results](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1782.

102769G

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1783.

102769A

[A Greeting from Qinhuangdao](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[-14's solution](#)

1784.

102801K

[PepperLa's Boast](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1785.

102801H

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

Rating: — · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1786.

102801B

[Team](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · last AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1787.

102801E

[Liner vectors](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · last AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1788.

102801C

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Rating: — · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1789.

102801D

[Fall Guys](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1790.

102801I

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

Rating: — · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1791.

102801J

[Color the blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1792.

102801G

[Halli Galli](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1793.

102916E

[Powerless Mage](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1794.

102916M

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1795.

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[-14's solution](#)

1796.

102916G

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

Rating: — · first AC: 2021-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1797.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1798.

103029D

[John and pizza](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1799.

103029C

[John, Katya, no nuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1800.

103029B

[John, Katya](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1801.

103029A

[John and nuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[-14's solution](#)

1802.

1432A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · Kotlin 1.4 (first AC) · Tags: *special
[-14's solution](#)

1803.

1432F

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

Rating: — · first AC: 2020-11-08 · Kotlin 1.4 (first AC) · Tags: *special, greedy, implementation
[-14's solution](#)

1804.

1432B

[Candies and Two Sisters](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · Kotlin 1.4 (first AC) · Tags: *special, math
[-14's solution](#)

1805.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · last AC: 2020-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, bitmasks
[-14's solution](#)

1806.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · last AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special, math, number theory
[-14's solution](#)

1807.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · last AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special

[-14's solution](#)

1808.

1331H

[It's showtime](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: — · first AC: 2020-04-01 · UnknownX (first AC) · Tags: *special

[-14's solution](#)

1809.

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, dp, strings

[-14's solution](#)

1810.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, dfs and similar, geometry, implementation

[-14's solution](#)

1811.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special, implementation

[-14's solution](#)

1812.

1297F

[Movie Fan](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, implementation, sortings

[-14's solution](#)

1813.

1297E

[Modernization of Treeland](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, dfs and similar, trees

[-14's solution](#)

1814.

1297D

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

Quality: 274 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy, sortings

[-14's solution](#)

1815.

1297C

[Dream Team](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[-14's solution](#)

1816.

1297B

[Cartoons](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation, sortings

[-14's solution](#)

1817.

1297A

[Likes Display](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[-14's solution](#)

1818.

1298F1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[-14's solution](#)

1819.

1298D

[Bus Video System](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, combinatorics, math

[-14's solution](#)

1820.

1298C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, strings

[-14's solution](#)

1821.

1298B

[Remove Duplicates](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[-14's solution](#)

1822.

1298A

[Restoring Three Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, math

[-14's solution](#)

1823.

undefined157

[Patience](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: —

[-14's solution](#)

1824.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · GNU C++11 (first AC) · Tags: —

[-14's solution](#)

1825.

1302F

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

Quality: 76 global accepts · Rating: — · first AC: 2020-02-03 · GNU C++11 (first AC) · Tags: bitmasks, brute force, expression parsing

[-14's solution](#)

1826.

undefined156

[Strange Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-28 · GNU C++11 (first AC) · Tags: —

[-14's solution](#)

1827.

undefined153

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

Rating: — · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: *special

[-14's solution](#)

1828.

undefined154

[Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: *special

[-14's solution](#)

1829.

undefined152

[Making round](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · GNU C++11 (first AC) · Tags: *special

[-14's solution](#)

1830.

undefined151

[Construct a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · GNU C++11 (first AC) · Tags: —

[-14's solution](#)

1831.

undefined150

[Mr. Beetle II](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · GNU C++11 (first AC) · Tags: —

[-14's solution](#)

1832.

102394C

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

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1833.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · last AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1834.

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1835.

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1836.

102394I

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

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1837.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1838.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1839.

102394J

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

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1840.

undefined148

[B-Station](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1841.

undefined147

[Black-white king](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1842.

undefined146

[The Runner](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1843.

undefined144

[Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1844.

undefined142

[Keyword](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · last AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1845.

undefined141

[Jumping Joe](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1846.

undefined140

[Integer Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1847.

undefined139

[Help Needed!](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1848.

undefined138

[Games of Chess](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1849.

undefined137

[Funny Strings](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1850.

undefined136

[Erasing Edges](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-06 · last AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1851.

undefined135

[Drawing Lines](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-06 · PyPy 3 (first AC) · Tags: *special

[-14's solution](#)

1852.

undefined132

[Another Chocolate Maniac](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1853.

undefined131

[Hardwood floor](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1854.

undefined129

[Inheritance](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1855.

undefined128

[Snake](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1856.

undefined127

[Telephone directory](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · PyPy 3 (first AC) · Tags: *special

[-14's solution](#)

1857.

undefined125

[Shtirlits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · last AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1858.

undefined124

[Broken line](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · last AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1859.

undefined358

[Median of Medians](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · PyPy 3 (first AC) · Tags: *special

[-14's solution](#)

1860.

undefined122

[The book](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1861.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · PyPy 3 (first AC) · Tags: *special

[-14's solution](#)

1862.

undefined121

[Bridges painting](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1863.

undefined120

[Arhipelago](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1864.

undefined119

[Magic pairs](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · last AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1865.

undefined117

[Counting](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · PyPy 3 (first AC) · Tags: *special

[-14's solution](#)

1866.

undefined116

[Index of super-prime](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1867.

undefined115

[Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · PyPy 3 (first AC) · Tags: *special

[-14's solution](#)

1868.

undefined113

[Nearly prime numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · last AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1869.

undefined114

[Telecasting station](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1870.

undefined110

[Dungeon](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · last AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[-14's solution](#)

1871.

undefined111

[Very simple problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · PyPy 3 (first AC) · Tags: *special

[-14's solution](#)

1872.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · PyPy 3 (first AC) · Tags: *special

[-14's solution](#)

1873.

undefined109

[Magic of David Copperfield II](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-14's solution](#)

1874.

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · PyPy 3 (first AC) · Tags: *special

[-14's solution](#)

1875.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · PyPy 3 (first AC) · Tags: *special

[-14's solution](#)

1876.

1116D3

[X-wing fighter](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: — · first AC: 2019-03-04 · Q# (first AC) · Tags: *special

[-14's solution](#)

1877.

1116D2

[Pattern of increasing blocks](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: — · first AC: 2019-03-04 · Q# (first AC) · Tags: *special

[-14's solution](#)

1878.

1116D1

[Block diagonal matrix](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: — · first AC: 2019-03-04 · Q# (first AC) · Tags: *special

[-14's solution](#)

1879.

1116A1

[Generate state |00'è + |01'è + |10'è](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: — · first AC: 2019-03-02 · Q# (first AC) · Tags: *special

[-14's solution](#)