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Unique solved — -Complex-

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

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Filters: none

Count: 663

1.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[-Complex-'s solution](#)

2.

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

Quality: 41,162 global accepts · Rating: 800 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[-Complex-'s solution](#)

3.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

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4.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[-Complex-'s solution](#)

5.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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6.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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7.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,379 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

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8.

818A

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

Quality: 7,788 global accepts · Rating: 800 · first AC: 2022-07-06 · last AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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9.

1984A

[Strange Splitting](#) · [Tutorial](#)

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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10.

1930A

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11.

1919B

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12.

1919A

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13.

1909A

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14.

1896A

[Jagged Swaps](#) · [Tutorial](#)

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15.

1870A

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16.

1774A

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17.

1863A

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[-Complex-'s solution](#)

18.

1864A

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19.

1764A

[Doremy's Paint](#) · [Tutorial](#)

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[-Complex-'s solution](#)

20.

1858A

[Buttons](#) · [Tutorial](#)

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21.

1797A

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22.

1806A

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23.

1804A

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24.

1802A

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25.

1789B

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26.

1789A

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27.

734B

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28.

734A

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29.

1791B

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30.

1791C

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31.

1791A

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Quality: 80,612 global accepts · Rating: 800 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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32.

1778A

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33.

1787A

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34.

1780A

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35.

1777A

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36.

1775A1

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37.

1766A

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38.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

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39.

1758A

[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)

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40.

1760C

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41.

1760B

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42.

1760A

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43.

1761A

[Two Permutations](#) · [Tutorial](#)

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44.

1748A

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45.

1747A

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46.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

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47.

1754B

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48.

1754A

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49.

1743B

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50.

1743A

[Password](#) · [Tutorial](#)

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51.

1739A

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Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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52.

1684B

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- 53.**
1684A
[Digit Minimization](#) · [Tutorial](#)
Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math, strings
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- 54.**
999A
[Mishka and Contest](#) · [Tutorial](#)
Quality: 25,328 global accepts · Rating: 800 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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1730A
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- 56.**
1734B
[Bright, Nice, Brilliant](#) · [Tutorial](#)
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1734A
[Select Three Sticks](#) · [Tutorial](#)
Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
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- 58.**
1725A
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- 59.**
1695A
[Subrectangle Guess](#) · [Tutorial](#)
Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: games
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- 60.**
1728B
[Best Permutation](#) · [Tutorial](#)
Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
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1729B
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- 62.**
1729A
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- 63.**
1538A
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64.

1733A

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65.

1728A

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66.

1717A

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67.

1660B

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68.

1660A

[Vasya and Coins](#) · [Tutorial](#)

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69.

1722C

[Word Game](#) · [Tutorial](#)

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70.

1722B

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71.

1722A

[Spell Check](#) · [Tutorial](#)

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72.

1428A

[Box is Pull](#) · [Tutorial](#)

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73.

1715A

[Crossmarket](#) · [Tutorial](#)

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74.

1712B

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[-Complex-'s solution](#)

75.

1712A

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Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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76.

1713A

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77.

1716B

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78.

1716A

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79.

1714C

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80.

1714B

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81.

1704A

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82.

520A

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83.

1711A

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

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84.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,595 global accepts · Rating: 800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

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85.

1708A

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Quality: 22,573 global accepts · Rating: 800 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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86.

1705A

[Mark the Photographer](#) · [Tutorial](#)

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87.

1702B

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88.

1702A

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89.

1672B

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Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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90.

1672A

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Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, math

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91.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

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92.

1312A

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93.

1696A

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94.

1607A

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95.

1668A

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96.

1686B

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97.

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-06-20 · last AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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98.

1582A

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99.

1700A

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100.

1661A

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101.

1633B

[Minority](#) · [Tutorial](#)

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102.

1633A

[Div. 7](#) · [Tutorial](#)

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103.

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,903 global accepts · Rating: 800 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[-Complex-'s solution](#)

104.

1561A

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Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

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105.

1562A

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Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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106.

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 900 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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107.

1896B

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Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings, two pointers

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108.

1764B

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Quality: 17,931 global accepts · Rating: 900 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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109.

1806B

[Mex Master](#) · [Tutorial](#)

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110.

1777B

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Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

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111.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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112.

1771A

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[-Complex-'s solution](#)

113.

1758B

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Quality: 23,890 global accepts · Rating: 900 · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[-Complex-'s solution](#)

114.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,955 global accepts · Rating: 900 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[-Complex-'s solution](#)

115.

1732B

[Ugu](#) · [Tutorial](#)

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[-Complex-'s solution](#)

116.

999B

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117.

1733B

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Quality: 21,073 global accepts · Rating: 900 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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118.

1714A

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Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[-Complex-'s solution](#)

119.

1709B

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Quality: 25,842 global accepts · Rating: 900 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation

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120.

1705B

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Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[-Complex-'s solution](#)

121.

1238A

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[-Complex-'s solution](#)

122.

1175A

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Quality: 19,766 global accepts · Rating: 900 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[-Complex-'s solution](#)

123.

1696B

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Quality: 36,322 global accepts · Rating: 900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[-Complex-'s solution](#)

124.

1607B

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Quality: 39,445 global accepts · Rating: 900 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: math

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125.

1582B

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Quality: 33,362 global accepts · Rating: 900 · first AC: 2021-10-24 · last AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[-Complex-'s solution](#)

126.

1144B

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[-Complex-'s solution](#)

127.

1970A1

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Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

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128.

1930B

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Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

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129.

1876A

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Quality: 34,918 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[-Complex-'s solution](#)

130.

1858C

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[-Complex-'s solution](#)

131.

757A

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Quality: 11,821 global accepts · Rating: 1000 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[-Complex-'s solution](#)

132.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[-Complex-'s solution](#)

133.

1802B

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[-Complex-'s solution](#)

134.

1785A

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Rating: 1000 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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135.

1791D

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Quality: 49,266 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[-Complex-'s solution](#)

136.

1770B

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Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[-Complex-'s solution](#)

137.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

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138.

1766B

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Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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139.

1760D

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140.

1230B

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141.

1732A

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Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory
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142.

1725B

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143.

920A

[Water The Garden](#) · [Tutorial](#)

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144.

1715B

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[-Complex-'s solution](#)

145.

1713B

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Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[-Complex-'s solution](#)

146.

1704B

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147.

1702D

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148.

1111A

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

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149.

1312B

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Quality: 39,049 global accepts · Rating: 1000 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[-Complex-'s solution](#)

150.

1607C

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Quality: 26,836 global accepts · Rating: 1000 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

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151.

1562B

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Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[-Complex-'s solution](#)

152.

2029B

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153.

1984B

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[-Complex-'s solution](#)

154.

1863C

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Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[-Complex-'s solution](#)

155.

1863B

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Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[-Complex-'s solution](#)

156.

1864B

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Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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157.

1797B

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Quality: 24,614 global accepts · Rating: 1100 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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158.

1791E

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159.

1791G1

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160.

1787B

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Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

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161.

1780B

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162.

1760E

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Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

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163.

1739B

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Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[-Complex-'s solution](#)

164.

1729C

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[-Complex-'s solution](#)

165.

1717B

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Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[-Complex-'s solution](#)

166.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,554 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[-Complex-'s solution](#)

167.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[-Complex-'s solution](#)

168.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[-Complex-'s solution](#)

169.

1708B

[Difference of GCDs](#) · [Tutorial](#)

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170.

1702C

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Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

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171.

1672C

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Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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172.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[-Complex-'s solution](#)

173.

1686C

[Circular Local MiniMax](#) · [Tutorial](#)

Rating: 1100 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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174.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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175.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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176.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

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177.

1909B

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Quality: 30,964 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[-Complex-'s solution](#)

178.

1870B

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Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

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179.

180F

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

Quality: 2,840 global accepts · Rating: 1200 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[-Complex-'s solution](#)

180.

1747C

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Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: games

[-Complex-'s solution](#)

181.

1738B

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Quality: 18,792 global accepts · Rating: 1200 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[-Complex-'s solution](#)

182.

1000A

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

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[-Complex-'s solution](#)

183.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,988 global accepts · Rating: 1200 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[-Complex-'s solution](#)

184.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[-Complex-'s solution](#)

185.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,631 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[-Complex-'s solution](#)

186.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,750 global accepts · Rating: 1200 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[-Complex-'s solution](#)

187.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[-Complex-'s solution](#)

188.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[-Complex-'s solution](#)

189.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[-Complex-'s solution](#)

190.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[-Complex-'s solution](#)

191.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1200 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[-Complex-'s solution](#)

192.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[-Complex-'s solution](#)

193.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[-Complex-'s solution](#)

194.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[-Complex-'s solution](#)

195.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[-Complex-'s solution](#)

196.

1778B

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Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[-Complex-'s solution](#)

197.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[-Complex-'s solution](#)

198.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[-Complex-'s solution](#)

199.

1285B

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Quality: 30,828 global accepts · Rating: 1300 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[-Complex-'s solution](#)

200.

1754C1

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Rating: 1300 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[-Complex-'s solution](#)

201.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[-Complex-'s solution](#)

202.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[-Complex-'s solution](#)

203.

572B

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Quality: 8,211 global accepts · Rating: 1300 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[-Complex-'s solution](#)

204.

1717C

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Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[-Complex-'s solution](#)

205.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[-Complex-'s solution](#)

206.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[-Complex-'s solution](#)

207.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1300 · first AC: 2022-07-03 · last AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[-Complex-'s solution](#)

208.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[-Complex-'s solution](#)

209.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,415 global accepts · Rating: 1300 · first AC: 2021-08-24 · last AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[-Complex-'s solution](#)

210.

1561B

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

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

[-Complex-'s solution](#)

211.

1970C1

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

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: games

[-Complex-'s solution](#)

212.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[-Complex-'s solution](#)

213.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy,

implementation, math, sortings

[-Complex-'s solution](#)

214.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[-Complex-'s solution](#)

215.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[-Complex-'s solution](#)

216.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2023-09-09 · last AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[-Complex-'s solution](#)

217.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · last AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[-Complex-'s solution](#)

218.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[-Complex-'s solution](#)

219.

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,332 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[-Complex-'s solution](#)

220.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[-Complex-'s solution](#)

221.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[-Complex-'s solution](#)

222.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[-Complex-'s solution](#)

223.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[-Complex-'s solution](#)

224.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[-Complex-'s solution](#)

225.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[-Complex-'s solution](#)

226.

1676H1

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

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[-Complex-'s solution](#)

227.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[-Complex-'s solution](#)

228.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[-Complex-'s solution](#)

229.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[-Complex-'s solution](#)

230.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[-Complex-'s solution](#)

231.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[-Complex-'s solution](#)

232.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory, sortings

[-Complex-'s solution](#)

233.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[-Complex-'s solution](#)

234.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[-Complex-'s solution](#)

235.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[-Complex-'s solution](#)

236.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[-Complex-'s solution](#)

237.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures

[-Complex-'s solution](#)

238.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,788 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[-Complex-'s solution](#)

239.

1732D1

[Balance \(Easy version\)](#) · [Tutorial](#)

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[-Complex-'s solution](#)

240.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[-Complex-'s solution](#)

241.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · last AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[-Complex-'s solution](#)

242.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[-Complex-'s solution](#)

243.

1711C

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

Rating: 1500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[-Complex-'s solution](#)

244.

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2022-07-07 · last AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[-Complex-'s solution](#)

245.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[-Complex-'s solution](#)

246.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[-Complex-'s solution](#)

247.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[-Complex-'s solution](#)

248.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2022-07-06 · last AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[-Complex-'s solution](#)

249.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[-Complex-'s solution](#)

250.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[-Complex-'s solution](#)

251.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[-Complex-'s solution](#)

252.

1802C

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

Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[-Complex-'s solution](#)

253.

734C

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

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[-Complex-'s solution](#)

254.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, strings
[-Complex-'s solution](#)

255.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[-Complex-'s solution](#)

256.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math
[-Complex-'s solution](#)

257.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[-Complex-'s solution](#)

258.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[-Complex-'s solution](#)

259.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,007 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[-Complex-'s solution](#)

260.

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: math
[-Complex-'s solution](#)

261.

1730B

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

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search
[-Complex-'s solution](#)

262.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers
[-Complex-'s solution](#)

263.

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation
[-Complex-'s solution](#)

264.

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[-Complex-'s solution](#)

265.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[-Complex-'s solution](#)

266.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-10 · last AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[-Complex-'s solution](#)

267.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2022-07-03 · last AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[-Complex-'s solution](#)

268.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[-Complex-'s solution](#)

269.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[-Complex-'s solution](#)

270.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation

[-Complex-'s solution](#)

271.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2022-06-22 · last AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[-Complex-'s solution](#)

272.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[-Complex-'s solution](#)

273.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[-Complex-'s solution](#)

274.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp,

greedy, hashing, implementation, string suffix structures, strings, two pointers

[-Complex-'s solution](#)

275.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[-Complex-'s solution](#)

276.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[-Complex-'s solution](#)

277.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[-Complex-'s solution](#)

278.

1970C2

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

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[-Complex-'s solution](#)

279.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[-Complex-'s solution](#)

280.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[-Complex-'s solution](#)

281.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[-Complex-'s solution](#)

282.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,296 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[-Complex-'s solution](#)

283.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[-Complex-'s solution](#)

284.

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[-Complex-'s solution](#)

285.

1230D

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

Rating: 1700 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[-Complex-'s solution](#)

286.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[-Complex-'s solution](#)

287.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[-Complex-'s solution](#)

288.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[-Complex-'s solution](#)

289.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[-Complex-'s solution](#)

290.

4D

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

Quality: 12,113 global accepts · Rating: 1700 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[-Complex-'s solution](#)

291.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,538 global accepts · Rating: 1700 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[-Complex-'s solution](#)

292.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[-Complex-'s solution](#)

293.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[-Complex-'s solution](#)

294.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[-Complex-'s solution](#)

295.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[-Complex-'s solution](#)

296.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[-Complex-'s solution](#)

297.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-07-04 · last AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[-Complex-'s solution](#)

298.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[-Complex-'s solution](#)

299.

518D

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

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[-Complex-'s solution](#)

300.

22C

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

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[-Complex-'s solution](#)

301.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[-Complex-'s solution](#)

302.

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[-Complex-'s solution](#)

303.

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

[-Complex-'s solution](#)

304.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[-Complex-'s solution](#)

305.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[-Complex-'s solution](#)

306.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[-Complex-'s solution](#)

307.

1732C1

[Sheikh \(Easy version\)](#) · [Tutorial](#)

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[-Complex-'s solution](#)

308.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[-Complex-'s solution](#)

309.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[-Complex-'s solution](#)

310.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities

[-Complex-'s solution](#)

311.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[-Complex-'s solution](#)

312.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[-Complex-'s solution](#)

313.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[-Complex-'s solution](#)

314.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[-Complex-'s solution](#)

315.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[-Complex-'s solution](#)

316.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[-Complex-'s solution](#)

317.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[-Complex-'s solution](#)

318.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[-Complex-'s solution](#)

319.

612D

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

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[-Complex-'s solution](#)

320.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[-Complex-'s solution](#)

321.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[-Complex-'s solution](#)

322.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[-Complex-'s solution](#)

323.

1970G1

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

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[-Complex-'s solution](#)

324.

1970C3

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

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[-Complex-'s solution](#)

325.

1970B1

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

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[-Complex-'s solution](#)

326.

1909I

[Short Permutation Problem](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 1900 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[-Complex-'s solution](#)

327.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[-Complex-'s solution](#)

328.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[-Complex-'s solution](#)

329.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[-Complex-'s solution](#)

330.

1802E

[Music Festival](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings
[-Complex-'s solution](#)

331.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation
[-Complex-'s solution](#)

332.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities
[-Complex-'s solution](#)

333.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees
[-Complex-'s solution](#)

334.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures
[-Complex-'s solution](#)

335.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[-Complex-'s solution](#)

336.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[-Complex-'s solution](#)

337.

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[-Complex-'s solution](#)

338.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math

[-Complex-'s solution](#)

339.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[-Complex-'s solution](#)

340.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[-Complex-'s solution](#)

341.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[-Complex-'s solution](#)

342.

1714F

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

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[-Complex-'s solution](#)

343.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2022-07-29 · last AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[-Complex-'s solution](#)

344.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2022-07-03 · last AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[-Complex-'s solution](#)

345.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,064 global accepts · Rating: 1900 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[-Complex-'s solution](#)

346.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-10-19 · last AC: 2021-10-19 · Go (first AC) · Tags: constructive algorithms, games
[-Complex-'s solution](#)

347.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[-Complex-'s solution](#)

348.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[-Complex-'s solution](#)

349.

1970E2

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

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[-Complex-'s solution](#)

350.

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[-Complex-'s solution](#)

351.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[-Complex-'s solution](#)

352.

1230E

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

Rating: 2000 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, trees

[-Complex-'s solution](#)

353.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[-Complex-'s solution](#)

354.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[-Complex-'s solution](#)

355.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[-Complex-'s solution](#)

356.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[-Complex-'s solution](#)

357.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[-Complex-'s solution](#)

358.

101C

[Vectors](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[-Complex-'s solution](#)

359.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[-Complex-'s solution](#)

360.

1716C

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

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[-Complex-'s solution](#)

361.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[-Complex-'s solution](#)

362.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[-Complex-'s solution](#)

363.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy

[-Complex-'s solution](#)

364.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures

[-Complex-'s solution](#)

365.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[-Complex-'s solution](#)

366.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2022-06-23 · last AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[-Complex-'s solution](#)

367.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2022-06-20 · last AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[-Complex-'s solution](#)

368.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[-Complex-'s solution](#)

369.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2021-12-18 · last AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[-Complex-'s solution](#)

370.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[-Complex-'s solution](#)

371.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2000 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[-Complex-'s solution](#)

372.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[-Complex-'s solution](#)

373.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[-Complex-'s solution](#)

374.

1970D1

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

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[-Complex-'s solution](#)

375.

1970B2

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

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[-Complex-'s solution](#)

376.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[-Complex-'s solution](#)

377.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[-Complex-'s solution](#)

378.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[-Complex-'s solution](#)

379.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[-Complex-'s solution](#)

380.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[-Complex-'s solution](#)

381.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[-Complex-'s solution](#)

382.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[-Complex-'s solution](#)

383.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[-Complex-'s solution](#)

384.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[-Complex-'s solution](#)

385.

920E

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

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[-Complex-'s solution](#)

386.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[-Complex-'s solution](#)

387.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[-Complex-'s solution](#)

388.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[-Complex-'s solution](#)

389.

457C

[Elections](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 2100 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[-Complex-'s solution](#)

390.

1367F1

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

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[-Complex-'s solution](#)

391.

60C

[Mushroom Strife](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2100 · first AC: 2022-09-05 · last AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar

[-Complex-'s solution](#)

392.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[-Complex-'s solution](#)

393.

894E

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

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[-Complex-'s solution](#)

394.

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[-Complex-'s solution](#)

395.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[-Complex-'s solution](#)

396.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[-Complex-'s solution](#)

397.

2019F

[Max Plus Min Plus Size](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, sortings

[-Complex-'s solution](#)

398.

1970G2

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

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[-Complex-'s solution](#)

399.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[-Complex-'s solution](#)

400.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[-Complex-'s solution](#)

401.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[-Complex-'s solution](#)

402.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[-Complex-'s solution](#)

403.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-18 · last AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[-Complex-'s solution](#)

404.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[-Complex-'s solution](#)

405.

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[-Complex-'s solution](#)

406.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[-Complex-'s solution](#)

407.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2022-06-22 · last AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[-Complex-'s solution](#)

408.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[-Complex-'s solution](#)

409.

1311E

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

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[-Complex-'s solution](#)

410.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[-Complex-'s solution](#)

411.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[-Complex-'s solution](#)

412.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[-Complex-'s solution](#)

413.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[-Complex-'s solution](#)

414.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, sortings, trees

[-Complex-'s solution](#)

415.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs

[-Complex-'s solution](#)

416.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-10-19 · last AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[-Complex-'s solution](#)

417.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[-Complex-'s solution](#)

418.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[-Complex-'s solution](#)

419.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[-Complex-'s solution](#)

420.

1970B3

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

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[-Complex-'s solution](#)

421.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[-Complex-'s solution](#)

422.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, probabilities

[-Complex-'s solution](#)

423.

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

[-Complex-'s solution](#)

424.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[-Complex-'s solution](#)

425.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[-Complex-'s solution](#)

426.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[-Complex-'s solution](#)

427.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths
[-Complex-'s solution](#)

428.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[-Complex-'s solution](#)

429.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2300 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[-Complex-'s solution](#)

430.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[-Complex-'s solution](#)

431.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees
[-Complex-'s solution](#)

432.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2022-07-21 · last AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[-Complex-'s solution](#)

433.

438D

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

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[-Complex-'s solution](#)

434.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs
[-Complex-'s solution](#)

435.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
[-Complex-'s solution](#)

436.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs
[-Complex-'s solution](#)

437.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide

and conquer, dp, two pointers

[-Complex-'s solution](#)

438.

1970G3

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

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[-Complex-'s solution](#)

439.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, games, graph matchings

[-Complex-'s solution](#)

440.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[-Complex-'s solution](#)

441.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[-Complex-'s solution](#)

442.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[-Complex-'s solution](#)

443.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[-Complex-'s solution](#)

444.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[-Complex-'s solution](#)

445.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2023-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[-Complex-'s solution](#)

446.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[-Complex-'s solution](#)

447.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[-Complex-'s solution](#)

448.

1230F

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[-Complex-'s solution](#)

449.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[-Complex-'s solution](#)

450.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[-Complex-'s solution](#)

451.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[-Complex-'s solution](#)

452.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[-Complex-'s solution](#)

453.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[-Complex-'s solution](#)

454.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[-Complex-'s solution](#)

455.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[-Complex-'s solution](#)

456.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

[-Complex-'s solution](#)

457.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[-Complex-'s solution](#)

458.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[-Complex-'s solution](#)

459.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[-Complex-'s solution](#)

460.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[-Complex-'s solution](#)

461.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[-Complex-'s solution](#)

462.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[-Complex-'s solution](#)

463.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[-Complex-'s solution](#)

464.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[-Complex-'s solution](#)

465.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[-Complex-'s solution](#)

466.

446C

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

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2022-07-18 · last AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[-Complex-'s solution](#)

467.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[-Complex-'s solution](#)

468.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[-Complex-'s solution](#)

469.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[-Complex-'s solution](#)

470.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[-Complex-'s solution](#)

471.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[-Complex-'s solution](#)

472.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[-Complex-'s solution](#)

473.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[-Complex-'s solution](#)

474.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[-Complex-'s solution](#)

475.

101E

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

Quality: 604 global accepts · Rating: 2500 · first AC: 2023-09-07 · last AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[-Complex-'s solution](#)

476.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[-Complex-'s solution](#)

477.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[-Complex-'s solution](#)

478.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2023-06-10 · last AC: 2023-06-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[-Complex-'s solution](#)

479.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, math

[-Complex-'s solution](#)

480.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[-Complex-'s solution](#)

481.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[-Complex-'s solution](#)

482.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[-Complex-'s solution](#)

483.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[-Complex-'s solution](#)

484.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[-Complex-'s solution](#)

485.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[-Complex-'s solution](#)

486.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[-Complex-'s solution](#)

487.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[-Complex-'s solution](#)

488.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2021-12-18 · last AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[-Complex-'s solution](#)

489.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-10-20 · last AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[-Complex-'s solution](#)

490.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[-Complex-'s solution](#)

491.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-08-01 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, greedy

[-Complex-'s solution](#)

492.

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[-Complex-'s solution](#)

493.

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, shortest paths

[-Complex-'s solution](#)

494.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[-Complex-'s solution](#)

495.

1970D2

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

Quality: 309 global accepts · Rating: 2600 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[-Complex-'s solution](#)

496.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[-Complex-'s solution](#)

497.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[-Complex-'s solution](#)

498.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[-Complex-'s solution](#)

499.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2023-09-11 · last AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[-Complex-'s solution](#)

500.

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2023-09-08 · last AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[-Complex-'s solution](#)

501.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[-Complex-'s solution](#)

502.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[-Complex-'s solution](#)

503.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[-Complex-'s solution](#)

504.

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[-Complex-'s solution](#)

505.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2023-08-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[-Complex-'s solution](#)

506.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-08-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[-Complex-'s solution](#)

507.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[-Complex-'s solution](#)

508.

528C

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

Rating: 2600 · first AC: 2022-08-11 · last AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[-Complex-'s solution](#)

509.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[-Complex-'s solution](#)

510.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[-Complex-'s solution](#)

511.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[-Complex-'s solution](#)

512.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[-Complex-'s solution](#)

513.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[-Complex-'s solution](#)

514.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[-Complex-'s solution](#)

515.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory, trees

[-Complex-'s solution](#)

516.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2023-09-11 · last AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[-Complex-'s solution](#)

517.

48G

[Galaxy Union](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2700 · first AC: 2023-09-08 · last AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees, two pointers

[-Complex-'s solution](#)

518.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[-Complex-'s solution](#)

519.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-04-22 · last AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[-Complex-'s solution](#)

520.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-

the-middle, number theory

[-Complex-'s solution](#)

521.

1210E

[Wojtek and Card Tricks](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2700 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[-Complex-'s solution](#)

522.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[-Complex-'s solution](#)

523.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, math

[-Complex-'s solution](#)

524.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[-Complex-'s solution](#)

525.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[-Complex-'s solution](#)

526.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[-Complex-'s solution](#)

527.

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[-Complex-'s solution](#)

528.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[-Complex-'s solution](#)

529.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[-Complex-'s solution](#)

530.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[-Complex-'s solution](#)

531.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[-Complex-'s solution](#)

532.

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[-Complex-'s solution](#)

533.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2022-09-09 · last AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[-Complex-'s solution](#)

534.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[-Complex-'s solution](#)

535.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2023-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[-Complex-'s solution](#)

536.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, implementation

[-Complex-'s solution](#)

537.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[-Complex-'s solution](#)

538.

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2023-09-12 · last AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[-Complex-'s solution](#)

539.

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-08 · last AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[-Complex-'s solution](#)

540.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[-Complex-'s solution](#)

541.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[-Complex-'s solution](#)

542.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities

[-Complex-'s solution](#)

543.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[-Complex-'s solution](#)

544.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[-Complex-'s solution](#)

545.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[-Complex-'s solution](#)

546.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[-Complex-'s solution](#)

547.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[-Complex-'s solution](#)

548.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[-Complex-'s solution](#)

549.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[-Complex-'s solution](#)

550.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[-Complex-'s solution](#)

551.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp

[-Complex-'s solution](#)

552.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2022-09-11 · last AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[-Complex-'s solution](#)

553.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[-Complex-'s solution](#)

554.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory, probabilities

[-Complex-'s solution](#)

555.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[-Complex-'s solution](#)

556.

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2023-09-09 · last AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[-Complex-'s solution](#)

557.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[-Complex-'s solution](#)

558.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2023-08-25 · last AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, matrices

[-Complex-'s solution](#)

559.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[-Complex-'s solution](#)

560.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[-Complex-'s solution](#)

561.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[-Complex-'s solution](#)

562.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[-Complex-'s solution](#)

563.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees
[-Complex-'s solution](#)

564.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
[-Complex-'s solution](#)

565.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings
[-Complex-'s solution](#)

566.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-02-17 · last AC: 2024-06-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths
[-Complex-'s solution](#)

567.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, hashing, implementation
[-Complex-'s solution](#)

568.

856F

[To Play or not to Play](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3000 · first AC: 2023-12-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[-Complex-'s solution](#)

569.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs
[-Complex-'s solution](#)

570.

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory
[-Complex-'s solution](#)

571.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2023-09-12 · last AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[-Complex-'s solution](#)

572.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory

[-Complex-'s solution](#)

573.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[-Complex-'s solution](#)

574.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[-Complex-'s solution](#)

575.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2023-07-21 · last AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[-Complex-'s solution](#)

576.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[-Complex-'s solution](#)

577.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[-Complex-'s solution](#)

578.

251E

[Tree and Table](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3000 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, trees

[-Complex-'s solution](#)

579.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[-Complex-'s solution](#)

580.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[-Complex-'s solution](#)

581.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows,

math, probabilities, sortings

[-Complex-'s solution](#)

582.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[-Complex-'s solution](#)

583.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[-Complex-'s solution](#)

584.

331E2

[Deja Vu](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2023-09-13 · last AC: 2024-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp

[-Complex-'s solution](#)

585.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2023-06-06 · last AC: 2024-06-24 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, math, number theory, trees

[-Complex-'s solution](#)

586.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-06-19 · last AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[-Complex-'s solution](#)

587.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: flows, greedy

[-Complex-'s solution](#)

588.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[-Complex-'s solution](#)

589.

1970D3

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

Quality: 160 global accepts · Rating: 3100 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[-Complex-'s solution](#)

590.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[-Complex-'s solution](#)

591.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[-Complex-'s solution](#)

592.

516E

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

Quality: 605 global accepts · Rating: 3100 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[-Complex-'s solution](#)

593.

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[-Complex-'s solution](#)

594.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[-Complex-'s solution](#)

595.

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math

[-Complex-'s solution](#)

596.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[-Complex-'s solution](#)

597.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[-Complex-'s solution](#)

598.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[-Complex-'s solution](#)

599.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[-Complex-'s solution](#)

600.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[-Complex-'s solution](#)

601.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[-Complex-'s solution](#)

602.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, trees

[-Complex-'s solution](#)

603.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, trees

[-Complex-'s solution](#)

604.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, trees

[-Complex-'s solution](#)

605.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[-Complex-'s solution](#)

606.

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, probabilities

[-Complex-'s solution](#)

607.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, greedy

[-Complex-'s solution](#)

608.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[-Complex-'s solution](#)

609.

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2024-08-02 · last AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, trees

[-Complex-'s solution](#)

610.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[-Complex-'s solution](#)

611.

1025G

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

Quality: 865 global accepts · Rating: 3200 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[-Complex-'s solution](#)

612.

1666K

[Kingdom Partition](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3200 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: flows

[-Complex-'s solution](#)

613.

1603E

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

Quality: 641 global accepts · Rating: 3200 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[-Complex-'s solution](#)

614.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[-Complex-'s solution](#)

615.

765G

[Math, math everywhere](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, meet-in-the-middle, number theory

[-Complex-'s solution](#)

616.

457F

[An easy problem about trees](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 3200 · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, trees

[-Complex-'s solution](#)

617.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, graphs, math

[-Complex-'s solution](#)

618.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[-Complex-'s solution](#)

619.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2023-09-12 · last AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, trees

[-Complex-'s solution](#)

620.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[-Complex-'s solution](#)

621.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: fft, math

[-Complex-'s solution](#)

622.

1326F2

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

Quality: 679 global accepts · Rating: 3200 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[-Complex-'s solution](#)

623.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[-Complex-'s solution](#)

624.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[-Complex-'s solution](#)

625.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[-Complex-'s solution](#)

626.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[-Complex-'s solution](#)

627.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2023-06-11 · last AC: 2023-07-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, trees

[-Complex-'s solution](#)

628.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[-Complex-'s solution](#)

629.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[-Complex-'s solution](#)

630.

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 3200 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[-Complex-'s solution](#)

631.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2023-06-11 · last AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[-Complex-'s solution](#)

632.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[-Complex-'s solution](#)

633.

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, probabilities

[-Complex-'s solution](#)

634.

868G

[EI Toll Caves](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[-Complex-'s solution](#)

635.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[-Complex-'s solution](#)

636.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing

[-Complex-'s solution](#)

637.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, number theory

[-Complex-'s solution](#)

638.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2023-09-13 · last AC: 2024-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[-Complex-'s solution](#)

639.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2024-06-19 · last AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy

[-Complex-'s solution](#)

640.

983D

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

Quality: 513 global accepts · Rating: 3300 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[-Complex-'s solution](#)

641.

1450H2

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

Quality: 277 global accepts · Rating: 3300 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, math

[-Complex-'s solution](#)

642.

1392I

[Kevin and Grid](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3300 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: fft, graphs, math

[-Complex-'s solution](#)

643.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[-Complex-'s solution](#)

644.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[-Complex-'s solution](#)

645.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[-Complex-'s solution](#)

646.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, trees

[-Complex-'s solution](#)

647.

1329E

[Dreamoon Loves AA](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3300 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[-Complex-'s solution](#)

648.

1188E

[Problem from Red Panda](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3300 · first AC: 2023-05-17 · last AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[-Complex-'s solution](#)

649.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, string suffix structures

[-Complex-'s solution](#)

650.

1023G

[Pisces](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, trees

[-Complex-'s solution](#)

651.

1266H

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3400 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, matrices, meet-in-the-middle

[-Complex-'s solution](#)

652.

1007E

[Mini Metro](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3400 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[-Complex-'s solution](#)

653.

739D

[Recover a functional graph](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings

[-Complex-'s solution](#)

654.

1276F

[Asterisk Substrings](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 3400 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures
[-Complex-'s solution](#)

655.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees
[-Complex-'s solution](#)

656.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math
[-Complex-'s solution](#)

657.

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, trees
[-Complex-'s solution](#)

658.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dp
[-Complex-'s solution](#)

659.

1428H

[Rotary Laser Lock](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[-Complex-'s solution](#)

660.

1210G

[Mateusz and Escape Room](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3500 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp
[-Complex-'s solution](#)

661.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: dp
[-Complex-'s solution](#)

662.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings
[-Complex-'s solution](#)

663.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[-Complex-'s solution](#)