

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

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Unique solved — -rs-

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

Sort: Problem rating · easier first

Filters: none

Count: 973

1.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[-rs-'s solution](#)

2.

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[-rs-'s solution](#)

3.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,167 global accepts · Rating: 800 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[-rs-'s solution](#)

4.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[-rs-'s solution](#)

5.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[-rs-'s solution](#)

6.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[-rs-'s solution](#)

7.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,059 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[-rs-'s solution](#)

8.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,134 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
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9.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,483 global accepts · Rating: 800 · first AC: 2021-02-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
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10.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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11.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

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12.

1450A

[Avoid Trygub](#) · [Tutorial](#)

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

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13.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[-rs-'s solution](#)

14.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,940 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[-rs-'s solution](#)

15.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math

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16.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[-rs-'s solution](#)

17.

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[-rs-'s solution](#)

18.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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19.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,263 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[-rs-'s solution](#)

20.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[-rs-'s solution](#)

21.

1325B

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

Quality: 38,827 global accepts · Rating: 800 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[-rs-'s solution](#)

22.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,213 global accepts · Rating: 800 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[-rs-'s solution](#)

23.

1312A

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

Quality: 27,544 global accepts · Rating: 800 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: geometry, greedy, math, number theory

[-rs-'s solution](#)

24.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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25.

1304A

[Two Rabbits](#) · [Tutorial](#)

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26.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[-rs-'s solution](#)

27.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[-rs-'s solution](#)

28.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

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29.

1285A

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

Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math

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30.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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31.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

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32.

1257A

[Two Rival Students](#) · [Tutorial](#)

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33.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

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34.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

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35.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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36.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

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37.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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38.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

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39.

1185A

[Ropewalkers](#) · [Tutorial](#)

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40.

1176A

[Divide it!](#) · [Tutorial](#)

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41.

1167A

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42.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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43.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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44.

1150A

[Stock Arbitraging](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 800 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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45.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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46.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

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47.

1106A

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

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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48.

1108A

[Two distinct points](#) · [Tutorial](#)

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49.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

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50.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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51.

1102A

[Integer Sequence Dividing](#) · [Tutorial](#)

Quality: 26,617 global accepts · Rating: 800 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: math

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52.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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53.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

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54.

1091A

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

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55.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,635 global accepts · Rating: 800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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56.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,494 global accepts · Rating: 800 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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57.

1087A

[Right-Left Cipher](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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58.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: sortings

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59.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,276 global accepts · Rating: 800 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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60.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,279 global accepts · Rating: 800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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61.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math

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62.

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

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63.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,677 global accepts · Rating: 800 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: games, math

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64.

1075A

[The King's Race](#) · [Tutorial](#)

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65.

1056A

[Determine Line](#) · [Tutorial](#)

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

[-rs-'s solution](#)

66.

1080A

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

Quality: 19,176 global accepts · Rating: 800 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math

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67.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 800 · first AC: 2018-11-22 · last AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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68.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,875 global accepts · Rating: 800 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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69.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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70.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,255 global accepts · Rating: 800 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: math

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71.

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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72.

1043A

[Elections](#) · [Tutorial](#)

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73.

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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74.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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75.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

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76.

1065A

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Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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77.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 800 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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78.

1058A

[In Search of an Easy Problem](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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79.

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

Quality: 21,287 global accepts · Rating: 800 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math

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80.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,846 global accepts · Rating: 800 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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81.

1665B

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82.

1427A

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Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

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83.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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84.

1326B

[Maximums](#) · [Tutorial](#)

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85.

1321A

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Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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86.

1313A

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Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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87.

1279A

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Quality: 17,814 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

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88.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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89.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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90.

1238A

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

Quality: 28,069 global accepts · Rating: 900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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91.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math

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92.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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93.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 900 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: math

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94.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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95.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,695 global accepts · Rating: 900 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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96.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,852 global accepts · Rating: 900 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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97.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 900 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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98.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,081 global accepts · Rating: 900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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99.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,010 global accepts · Rating: 900 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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100.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

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101.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[-rs-'s solution](#)

102.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

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103.

1106C

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

Quality: 15,917 global accepts · Rating: 900 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

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104.

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 900 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

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105.

1095B

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Quality: 24,341 global accepts · Rating: 900 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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106.

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[-rs-'s solution](#)

107.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[-rs-'s solution](#)

108.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[-rs-'s solution](#)

109.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,643 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[-rs-'s solution](#)

110.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,449 global accepts · Rating: 900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[-rs-'s solution](#)

111.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[-rs-'s solution](#)

112.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[-rs-'s solution](#)

113.

1515B

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

Quality: 27,075 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[-rs-'s solution](#)

114.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,064 global accepts · Rating: 1000 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[-rs-'s solution](#)

115.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[-rs-'s solution](#)

116.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1000 · first AC: 2018-10-18 · last AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[-rs-'s solution](#)

117.

1450B

[Balls of Steel](#) · [Tutorial](#)

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

[-rs-'s solution](#)

118.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[-rs-'s solution](#)

119.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
[-rs-'s solution](#)

120.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[-rs-'s solution](#)

121.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[-rs-'s solution](#)

122.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,063 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[-rs-'s solution](#)

123.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[-rs-'s solution](#)

124.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,525 global accepts · Rating: 1000 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: math
[-rs-'s solution](#)

125.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[-rs-'s solution](#)

126.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
[-rs-'s solution](#)

127.

1237A

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

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[-rs-'s solution](#)

128.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,769 global accepts · Rating: 1000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[-rs-'s solution](#)

129.

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[-rs-'s solution](#)

130.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[-rs-'s solution](#)

131.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[-rs-'s solution](#)

132.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[-rs-'s solution](#)

133.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,581 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[-rs-'s solution](#)

134.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,213 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[-rs-'s solution](#)

135.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,983 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[-rs-'s solution](#)

136.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1000 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[-rs-'s solution](#)

137.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[-rs-'s solution](#)

138.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,365 global accepts · Rating: 1000 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[-rs-'s solution](#)

139.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,486 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[-rs-'s solution](#)

140.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[-rs-'s solution](#)

141.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[-rs-'s solution](#)

142.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[-rs-'s solution](#)

143.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[-rs-'s solution](#)

144.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math
[-rs-'s solution](#)

145.

1084A

[The Fair Nut and Elevator](#) · [Tutorial](#)

Quality: 8,230 global accepts · Rating: 1000 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[-rs-'s solution](#)

146.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[-rs-'s solution](#)

147.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[-rs-'s solution](#)

148.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[-rs-'s solution](#)

149.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[-rs-'s solution](#)

150.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[-rs-'s solution](#)

151.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[-rs-'s solution](#)

152.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[-rs-'s solution](#)

153.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[-rs-'s solution](#)

154.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1000 · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[-rs-'s solution](#)

155.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[-rs-'s solution](#)

156.

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[-rs-'s solution](#)

157.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[-rs-'s solution](#)

158.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[-rs-'s solution](#)

159.

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[-rs-'s solution](#)

160.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[-rs-'s solution](#)

161.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[-rs-'s solution](#)

162.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[-rs-'s solution](#)

163.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[-rs-'s solution](#)

164.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[-rs-'s solution](#)

165.

1304B

[Longest Palindrome](#) · [Tutorial](#)

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[-rs-'s solution](#)

166.

1227A

[Math Problem](#) · [Tutorial](#)

Quality: 10,267 global accepts · Rating: 1100 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[-rs-'s solution](#)

167.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,479 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[-rs-'s solution](#)

168.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-06-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[-rs-'s solution](#)

169.

1119A

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

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

[-rs-'s solution](#)

170.

1132A

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

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[-rs-'s solution](#)

171.

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[-rs-'s solution](#)

172.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[-rs-'s solution](#)

173.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[-rs-'s solution](#)

174.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[-rs-'s solution](#)

175.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[-rs-'s solution](#)

176.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math
[-rs-'s solution](#)

177.

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[-rs-'s solution](#)

178.

1015C

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

Quality: 21,401 global accepts · Rating: 1100 · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[-rs-'s solution](#)

179.

1033B

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

Quality: 11,959 global accepts · Rating: 1100 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[-rs-'s solution](#)

180.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,429 global accepts · Rating: 1100 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: math
[-rs-'s solution](#)

181.

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[-rs-'s solution](#)

182.

1058B

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

Rating: 1100 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[-rs-'s solution](#)

183.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,081 global accepts · Rating: 1100 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[-rs-'s solution](#)

184.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[-rs-'s solution](#)

185.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,398 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[-rs-'s solution](#)

186.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 1200 · first AC: 2022-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[-rs-'s solution](#)

187.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[-rs-'s solution](#)

188.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[-rs-'s solution](#)

189.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[-rs-'s solution](#)

190.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[-rs-'s solution](#)

191.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[-rs-'s solution](#)

192.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[-rs-'s solution](#)

193.

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[-rs-'s solution](#)

194.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[-rs-'s solution](#)

195.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[-rs-'s solution](#)

196.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[-rs-'s solution](#)

197.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[-rs-'s solution](#)

198.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[-rs-'s solution](#)

199.

1150C

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

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

200.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[-rs-'s solution](#)

201.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[-rs-'s solution](#)

202.

1121B

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

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[-rs-'s solution](#)

203.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,851 global accepts · Rating: 1200 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[-rs-'s solution](#)

204.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: games
[-rs-'s solution](#)

205.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,427 global accepts · Rating: 1200 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[-rs-'s solution](#)

206.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,965 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[-rs-'s solution](#)

207.

1091B

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

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

[-rs-'s solution](#)

208.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[-rs-'s solution](#)

209.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation

[-rs-'s solution](#)

210.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[-rs-'s solution](#)

211.

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[-rs-'s solution](#)

212.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,364 global accepts · Rating: 1200 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[-rs-'s solution](#)

213.

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,656 global accepts · Rating: 1200 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[-rs-'s solution](#)

214.

1076B

[Divisor Subtraction](#) · [Tutorial](#)

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[-rs-'s solution](#)

215.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[-rs-'s solution](#)

216.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[-rs-'s solution](#)

217.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,031 global accepts · Rating: 1200 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[-rs-'s solution](#)

218.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: math
[-rs-'s solution](#)

219.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[-rs-'s solution](#)

220.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,153 global accepts · Rating: 1200 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation
[-rs-'s solution](#)

221.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[-rs-'s solution](#)

222.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[-rs-'s solution](#)

223.

1023A

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Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[-rs-'s solution](#)

224.

1890C

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

Rating: 1300 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers
[-rs-'s solution](#)

225.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[-rs-'s solution](#)

226.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,397 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[-rs-'s solution](#)

227.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[-rs-'s solution](#)

228.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[-rs-'s solution](#)

229.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[-rs-'s solution](#)

230.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[-rs-'s solution](#)

231.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[-rs-'s solution](#)

232.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,420 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[-rs-'s solution](#)

233.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[-rs-'s solution](#)

234.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,788 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[-rs-'s solution](#)

235.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,917 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[-rs-'s solution](#)

236.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[-rs-'s solution](#)

237.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[-rs-'s solution](#)

238.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[-rs-'s solution](#)

239.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,263 global accepts · Rating: 1300 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[-rs-'s solution](#)

240.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[-rs-'s solution](#)

241.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[-rs-'s solution](#)

242.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, strings
[-rs-'s solution](#)

243.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,003 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, strings
[-rs-'s solution](#)

244.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[-rs-'s solution](#)

245.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[-rs-'s solution](#)

246.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[-rs-'s solution](#)

247.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math
[-rs-'s solution](#)

248.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1300 · first AC: 2019-04-22 · last AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[-rs-'s solution](#)

249.

1119B

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

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[-rs-'s solution](#)

250.

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[-rs-'s solution](#)

251.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2019-01-29 · PyPy 3 (first AC) · Tags: brute force

[-rs-'s solution](#)

252.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[-rs-'s solution](#)

253.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[-rs-'s solution](#)

254.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[-rs-'s solution](#)

255.

1096B

[Substring Removal](#) · [Tutorial](#)

Quality: 11,685 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[-rs-'s solution](#)

256.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[-rs-'s solution](#)

257.

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[-rs-'s solution](#)

258.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,609 global accepts · Rating: 1300 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[-rs-'s solution](#)

259.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[-rs-'s solution](#)

260.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[-rs-'s solution](#)

261.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[-rs-'s solution](#)

262.

1064C

[Oh Those Palindromes](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-10-14 · last AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[-rs-'s solution](#)

263.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[-rs-'s solution](#)

264.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[-rs-'s solution](#)

265.

1058C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[-rs-'s solution](#)

266.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1300 · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[-rs-'s solution](#)

267.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,814 global accepts · Rating: 1300 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[-rs-'s solution](#)

268.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[-rs-'s solution](#)

269.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[-rs-'s solution](#)

270.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[-rs-'s solution](#)

271.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2018-08-24 · last AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[-rs-'s solution](#)

272.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[-rs-'s solution](#)

273.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[-rs-'s solution](#)

274.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[-rs-'s solution](#)

275.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[-rs-'s solution](#)

276.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[-rs-'s solution](#)

277.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[-rs-'s solution](#)

278.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[-rs-'s solution](#)

279.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[-rs-'s solution](#)

280.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[-rs-'s solution](#)

281.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[-rs-'s solution](#)

282.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[-rs-'s solution](#)

283.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

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

[-rs-'s solution](#)

284.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,147 global accepts · Rating: 1400 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[-rs-'s solution](#)

285.

1284B

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

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

[-rs-'s solution](#)

286.

1270C

[Make Good](#) · [Tutorial](#)

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

[-rs-'s solution](#)

287.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[-rs-'s solution](#)

288.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[-rs-'s solution](#)

289.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,875 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[-rs-'s solution](#)

290.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[-rs-'s solution](#)

291.

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[-rs-'s solution](#)

292.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,259 global accepts · Rating: 1400 · first AC: 2019-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[-rs-'s solution](#)

293.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[-rs-'s solution](#)

294.

1167C

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

Quality: 26,014 global accepts · Rating: 1400 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[-rs-'s solution](#)

295.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,473 global accepts · Rating: 1400 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[-rs-'s solution](#)

296.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[-rs-'s solution](#)

297.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[-rs-'s solution](#)

298.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[-rs-'s solution](#)

299.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[-rs-'s solution](#)

300.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[-rs-'s solution](#)

301.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[-rs-'s solution](#)

302.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[-rs-'s solution](#)

303.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[-rs-'s solution](#)

304.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[-rs-'s solution](#)

305.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[-rs-'s solution](#)

306.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[-rs-'s solution](#)

307.

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[-rs-'s solution](#)

308.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1400 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[-rs-'s solution](#)

309.

1046C

[Space Formula](#) · [Tutorial](#)

Quality: 3,356 global accepts · Rating: 1400 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[-rs-'s solution](#)

310.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · last AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[-rs-'s solution](#)

311.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[-rs-'s solution](#)

312.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[-rs-'s solution](#)

313.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation

[-rs-'s solution](#)

314.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[-rs-'s solution](#)

315.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,726 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[-rs-'s solution](#)

316.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-19 · last AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[-rs-'s solution](#)

317.

1404A

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

Quality: 19,395 global accepts · Rating: 1500 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[-rs-'s solution](#)

318.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[-rs-'s solution](#)

319.

1368B

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

Quality: 21,443 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[-rs-'s solution](#)

320.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[-rs-'s solution](#)

321.

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[-rs-'s solution](#)

322.

1325C

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

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[-rs-'s solution](#)

323.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[-rs-'s solution](#)

324.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[-rs-'s solution](#)

325.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[-rs-'s solution](#)

326.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[-rs-'s solution](#)

327.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[-rs-'s solution](#)

328.

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[-rs-'s solution](#)

329.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[-rs-'s solution](#)

330.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[-rs-'s solution](#)

331.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[-rs-'s solution](#)

332.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[-rs-'s solution](#)

333.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[-rs-'s solution](#)

334.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,478 global accepts · Rating: 1500 · first AC: 2019-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[-rs-'s solution](#)

335.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[-rs-'s solution](#)

336.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs

[-rs-'s solution](#)

337.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[-rs-'s solution](#)

338.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,613 global accepts · Rating: 1500 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[-rs-'s solution](#)

339.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[-rs-'s solution](#)

340.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,734 global accepts · Rating: 1500 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[-rs-'s solution](#)

341.

1159C

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

Rating: 1500 · first AC: 2019-05-12 · last AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[-rs-'s solution](#)

342.

1119C

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

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

[-rs-'s solution](#)

343.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,664 global accepts · Rating: 1500 · first AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[-rs-'s solution](#)

344.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[-rs-'s solution](#)

345.

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[-rs-'s solution](#)

346.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[-rs-'s solution](#)

347.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[-rs-'s solution](#)

348.

1106D

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

Quality: 19,665 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[-rs-'s solution](#)

349.

1106B

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

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[-rs-'s solution](#)

350.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,041 global accepts · Rating: 1500 · first AC: 2019-01-11 · last AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[-rs-'s solution](#)

351.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[-rs-'s solution](#)

352.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[-rs-'s solution](#)

353.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[-rs-'s solution](#)

354.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[-rs-'s solution](#)

355.

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation
[-rs-'s solution](#)

356.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees
[-rs-'s solution](#)

357.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: math
[-rs-'s solution](#)

358.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[-rs-'s solution](#)

359.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[-rs-'s solution](#)

360.

1072B

[Curiosity Has No Limits](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp
[-rs-'s solution](#)

361.

1054C

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

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-18 · last AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[-rs-'s solution](#)

362.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,381 global accepts · Rating: 1500 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[-rs-'s solution](#)

363.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math
[-rs-'s solution](#)

364.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-06 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: trees
[-rs-'s solution](#)

365.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[-rs-'s solution](#)

366.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees

[-rs-'s solution](#)

367.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[-rs-'s solution](#)

368.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[-rs-'s solution](#)

369.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[-rs-'s solution](#)

370.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,301 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[-rs-'s solution](#)

371.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[-rs-'s solution](#)

372.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[-rs-'s solution](#)

373.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

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

[-rs-'s solution](#)

374.

1336A

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

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[-rs-'s solution](#)

375.

1305C

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

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-18 · last AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[-rs-'s solution](#)

376.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[-rs-'s solution](#)

377.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[-rs-'s solution](#)

378.

1290A

[Mind Control](#) · [Tutorial](#)

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

[-rs-'s solution](#)

379.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[-rs-'s solution](#)

380.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[-rs-'s solution](#)

381.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[-rs-'s solution](#)

382.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[-rs-'s solution](#)

383.

1238C

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

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[-rs-'s solution](#)

384.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,595 global accepts · Rating: 1600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[-rs-'s solution](#)

385.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[-rs-'s solution](#)

386.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[-rs-'s solution](#)

387.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[-rs-'s solution](#)

388.

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: two pointers
[-rs-'s solution](#)

389.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2019-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[-rs-'s solution](#)

390.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy
[-rs-'s solution](#)

391.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation
[-rs-'s solution](#)

392.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers
[-rs-'s solution](#)

393.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[-rs-'s solution](#)

394.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[-rs-'s solution](#)

395.

1121C

[System Testing](#) · [Tutorial](#)

Quality: 2,120 global accepts · Rating: 1600 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[-rs-'s solution](#)

396.

1113C

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

Rating: 1600 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[-rs-'s solution](#)

397.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[-rs-'s solution](#)

398.

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[-rs-'s solution](#)

399.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[-rs-'s solution](#)

400.

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[-rs-'s solution](#)

401.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,667 global accepts · Rating: 1600 · first AC: 2018-12-03 · last AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[-rs-'s solution](#)

402.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · last AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[-rs-'s solution](#)

403.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,030 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[-rs-'s solution](#)

404.

1056D

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

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[-rs-'s solution](#)

405.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[-rs-'s solution](#)

406.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-16 · last AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[-rs-'s solution](#)

407.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[-rs-'s solution](#)

408.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[-rs-'s solution](#)

409.

1072C

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[-rs-'s solution](#)

410.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games
[-rs-'s solution](#)

411.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,292 global accepts · Rating: 1600 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[-rs-'s solution](#)

412.

1059C

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

Quality: 7,534 global accepts · Rating: 1600 · first AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[-rs-'s solution](#)

413.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[-rs-'s solution](#)

414.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: math
[-rs-'s solution](#)

415.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[-rs-'s solution](#)

416.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
[-rs-'s solution](#)

417.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[-rs-'s solution](#)

418.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2025-02-23 · Rust 2021 (first AC) · Tags: data structures, implementation, sortings

[-rs-'s solution](#)

419.

1890D

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

Rating: 1700 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math, sortings

[-rs-'s solution](#)

420.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[-rs-'s solution](#)

421.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[-rs-'s solution](#)

422.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[-rs-'s solution](#)

423.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,766 global accepts · Rating: 1700 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[-rs-'s solution](#)

424.

1368D

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

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[-rs-'s solution](#)

425.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[-rs-'s solution](#)

426.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[-rs-'s solution](#)

427.

1333C

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

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[-rs-'s solution](#)

428.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[-rs-'s solution](#)

429.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

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

430.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[-rs-'s solution](#)

431.

1292B

[Aroma's Search](#) · [Tutorial](#)

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

432.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[-rs-'s solution](#)

433.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation
[-rs-'s solution](#)

434.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[-rs-'s solution](#)

435.

1257D

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

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · last AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[-rs-'s solution](#)

436.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[-rs-'s solution](#)

437.

1237C1

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

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

438.

1229A

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

Rating: 1700 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[-rs-'s solution](#)

439.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[-rs-'s solution](#)

440.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[-rs-'s solution](#)

441.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[-rs-'s solution](#)

442.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-07-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[-rs-'s solution](#)

443.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[-rs-'s solution](#)

444.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[-rs-'s solution](#)

445.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[-rs-'s solution](#)

446.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2019-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[-rs-'s solution](#)

447.

1091D

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

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[-rs-'s solution](#)

448.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[-rs-'s solution](#)

449.

1169C

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

Rating: 1700 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[-rs-'s solution](#)

450.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive

[-rs-'s solution](#)

451.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[-rs-'s solution](#)

452.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[-rs-'s solution](#)

453.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2019-03-19 · last AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[-rs-'s solution](#)

454.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,560 global accepts · Rating: 1700 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[-rs-'s solution](#)

455.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[-rs-'s solution](#)

456.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,014 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[-rs-'s solution](#)

457.

1087D

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[-rs-'s solution](#)

458.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,331 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[-rs-'s solution](#)

459.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[-rs-'s solution](#)

460.

1056C

[Pick Heroes](#) · [Tutorial](#)

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

[-rs-'s solution](#)

461.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[-rs-'s solution](#)

462.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[-rs-'s solution](#)

463.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[-rs-'s solution](#)

464.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[-rs-'s solution](#)

465.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,763 global accepts · Rating: 1700 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[-rs-'s solution](#)

466.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-10-28 · last AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[-rs-'s solution](#)

467.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[-rs-'s solution](#)

468.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1700 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[-rs-'s solution](#)

469.

977F

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

Quality: 25,138 global accepts · Rating: 1700 · first AC: 2018-10-19 · last AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[-rs-'s solution](#)

470.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,579 global accepts · Rating: 1700 · first AC: 2018-10-15 · last AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[-rs-'s solution](#)

471.

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-10-01 · last AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[-rs-'s solution](#)

472.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1700 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[-rs-'s solution](#)

473.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[-rs-'s solution](#)

474.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-09-11 · last AC: 2018-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[-rs-'s solution](#)

475.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[-rs-'s solution](#)

476.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[-rs-'s solution](#)

477.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2019-08-22 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[-rs-'s solution](#)

478.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,812 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[-rs-'s solution](#)

479.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[-rs-'s solution](#)

480.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[-rs-'s solution](#)

481.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[-rs-'s solution](#)

482.

1450D

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

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

[-rs-'s solution](#)

483.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[-rs-'s solution](#)

484.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[-rs-'s solution](#)

485.

1326D2

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[-rs-'s solution](#)

486.

1316C

[Primitive Primes](#) · [Tutorial](#)

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

[-rs-'s solution](#)

487.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[-rs-'s solution](#)

488.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[-rs-'s solution](#)

489.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[-rs-'s solution](#)

490.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[-rs-'s solution](#)

491.

1254B1

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

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[-rs-'s solution](#)

492.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,536 global accepts · Rating: 1800 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[-rs-'s solution](#)

493.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[-rs-'s solution](#)

494.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: games

[-rs-'s solution](#)

495.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · last AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[-rs-'s solution](#)

496.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,547 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[-rs-'s solution](#)

497.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,703 global accepts · Rating: 1800 · first AC: 2019-06-10 · last AC: 2019-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[-rs-'s solution](#)

498.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,177 global accepts · Rating: 1800 · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[-rs-'s solution](#)

499.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[-rs-'s solution](#)

500.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[-rs-'s solution](#)

501.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[-rs-'s solution](#)

502.

1119D

[Frets On Fire](#) · [Tutorial](#)

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

503.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation
[-rs-'s solution](#)

504.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,445 global accepts · Rating: 1800 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, two pointers
[-rs-'s solution](#)

505.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dp
[-rs-'s solution](#)

506.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,714 global accepts · Rating: 1800 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees
[-rs-'s solution](#)

507.

1113D

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

Rating: 1800 · first AC: 2019-02-17 · last AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings
[-rs-'s solution](#)

508.

459D

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

Quality: 12,813 global accepts · Rating: 1800 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings
[-rs-'s solution](#)

509.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,649 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings
[-rs-'s solution](#)

510.

1084D

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[-rs-'s solution](#)

511.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 1800 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[-rs-'s solution](#)

512.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math

[-rs-'s solution](#)

513.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[-rs-'s solution](#)

514.

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 1800 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[-rs-'s solution](#)

515.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2018-11-13 · last AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[-rs-'s solution](#)

516.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2018-10-27 · last AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[-rs-'s solution](#)

517.

1068E

[Multihedgehog](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-25 · last AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[-rs-'s solution](#)

518.

1064D

[Labyrinth](#) · [Tutorial](#)

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519.

1066D

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520.

1047C

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521.

1038D

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522.

1042D

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523.

1895D

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524.

1891D

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[-rs-'s solution](#)

525.

1483B

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526.

1479B1

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527.

1477B

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528.

1470B

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529.

1471D

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530.

1439A2

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[-rs-'s solution](#)

531.

1404B

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532.

1375D

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[-rs-'s solution](#)

533.

1361B

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[-rs-'s solution](#)

534.

1305D

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[-rs-'s solution](#)

535.

1313C2

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[-rs-'s solution](#)

536.

1303D

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[-rs-'s solution](#)

537.

1285D

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[-rs-'s solution](#)

538.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[-rs-'s solution](#)

539.

1264B

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Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[-rs-'s solution](#)

540.

724D

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

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541.

1245D

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542.

1251D

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543.

1237C2

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

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[-rs-'s solution](#)

544.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[-rs-'s solution](#)

545.

1214D

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546.

1208D

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

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[-rs-'s solution](#)

547.

1207E

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Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, math

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548.

1178E

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[-rs-'s solution](#)

549.

1081E

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Quality: 2,820 global accepts · Rating: 1900 · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[-rs-'s solution](#)

550.

1181C

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Quality: 3,404 global accepts · Rating: 1900 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

[-rs-'s solution](#)

551.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
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552.

1175D

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Quality: 7,068 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
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553.

1169D

[Good Triple](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force
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554.

1174D

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Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[-rs-'s solution](#)

555.

1155D

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Quality: 7,721 global accepts · Rating: 1900 · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[-rs-'s solution](#)

556.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

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[-rs-'s solution](#)

557.

1119E

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[-rs-'s solution](#)

558.

1141F1

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559.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

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[-rs-'s solution](#)

560.

1141G

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

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[-rs-'s solution](#)

561.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

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[-rs-'s solution](#)

562.

1120A

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Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

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563.

1117C

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564.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1900 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

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565.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[-rs-'s solution](#)

566.

1105D

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Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

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567.

1095F

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Quality: 7,575 global accepts · Rating: 1900 · first AC: 2018-12-27 · last AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[-rs-'s solution](#)

568.

1095E

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Quality: 4,481 global accepts · Rating: 1900 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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569.

1092F

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Quality: 10,847 global accepts · Rating: 1900 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

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570.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1900 · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[-rs-'s solution](#)

571.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

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572.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

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573.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

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574.

1043E

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Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-30 · last AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[-rs-'s solution](#)

575.

1072D

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings

[-rs-'s solution](#)

576.

1064E

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

Rating: 1900 · first AC: 2018-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

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577.

1060D

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Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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578.

1041E

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579.

1036C

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580.

1029D

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581.

1891F

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582.

1890E1

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Rating: 2000 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

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583.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2019-07-18 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

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584.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

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585.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · last AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[-rs-'s solution](#)

586.

1641B

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Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[-rs-'s solution](#)

587.

1458B

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588.

1266D

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589.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[-rs-'s solution](#)

590.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

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591.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[-rs-'s solution](#)

592.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

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593.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[-rs-'s solution](#)

594.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees
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595.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
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596.

1316D

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

597.

1321E

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

Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
[-rs-'s solution](#)

598.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[-rs-'s solution](#)

599.

1257E

[The Contest](#) · [Tutorial](#)

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[-rs-'s solution](#)

600.

1237D

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

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

601.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math
[-rs-'s solution](#)

602.

1229B

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

Rating: 2000 · first AC: 2019-09-23 · last AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees
[-rs-'s solution](#)

603.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[-rs-'s solution](#)

604.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[-rs-'s solution](#)

605.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[-rs-'s solution](#)

606.

1199E

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

Rating: 2000 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[-rs-'s solution](#)

607.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[-rs-'s solution](#)

608.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,485 global accepts · Rating: 2000 · first AC: 2019-06-25 · last AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[-rs-'s solution](#)

609.

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[-rs-'s solution](#)

610.

380C

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

Quality: 19,784 global accepts · Rating: 2000 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules

[-rs-'s solution](#)

611.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2019-03-05 · last AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[-rs-'s solution](#)

612.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2000 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[-rs-'s solution](#)

613.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[-rs-'s solution](#)

614.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,864 global accepts · Rating: 2000 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures
[-rs-'s solution](#)

615.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,499 global accepts · Rating: 2000 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees
[-rs-'s solution](#)

616.

920F

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617.

864E

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618.

1070C

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619.

1092E

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620.

797E

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621.

1088D

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622.

474E

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623.

1082E

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624.

1061D

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625.

1060E

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626.

1020D

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627.

1029F

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628.

1671E

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629.

1530E

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630.

1483C

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631.

1434C

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632.

1479B2

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633.

1466F

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634.

1464B

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635.

1322B

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636.

1450C1

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637.

1266E

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638.

1446C

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639.

1392E

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640.

1333D

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641.

1312E

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642.

1299C

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643.

1284D

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644.

1265E

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645.

1254B2

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646.

766E

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647.

1217D

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Quality: 5,946 global accepts · Rating: 2100 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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648.

1207F

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649.

1203F1

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650.

1187E

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651.

1183F

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652.

859E

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1185F

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654.

1185G1

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655.

1176F

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656.

1167E

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657.

1151E

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658.

1121F

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659.

321C

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660.

926J

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661.

1108E2

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Quality: 2,523 global accepts · Rating: 2100 · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
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662.

1106E

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663.

827C

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664.

1108F

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665.

797D

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666.

894E

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667.

276E

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668.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,851 global accepts · Rating: 2100 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
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669.

1005F

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670.

609E

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671.

519E

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672.

1039B

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673.

1070E

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674.

1077F2

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675.

1066F

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676.

1023E

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677.

1029E

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678.

1656E

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679.

1641C

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680.

1543D2

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681.

1515E

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682.

1486E

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683.

1353F

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684.

1470D

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685.

1338C

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686.

1438D

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687.

1456C

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Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings
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688.

1428E

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689.

27D

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690.

1336C

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691.

1305E

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692.

1333F

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[-rs-'s solution](#)

693.

1303E

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[-rs-'s solution](#)

694.

559C

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[-rs-'s solution](#)

695.

1278E

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[-rs-'s solution](#)

696.

1272F

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[-rs-'s solution](#)

697.

1261C

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Rating: 2200 · first AC: 2019-11-25 · last AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[-rs-'s solution](#)

698.

1261D1

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[-rs-'s solution](#)

699.

1238F

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[-rs-'s solution](#)

700.

1238E

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[-rs-'s solution](#)

701.

1234F

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Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

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702.

1208E

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[-rs-'s solution](#)

703.

1178F1

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[-rs-'s solution](#)

704.

1179C

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[-rs-'s solution](#)

705.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-06-20 · last AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[-rs-'s solution](#)

706.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2019-06-16 · last AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[-rs-'s solution](#)

707.

1175E

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708.

1156E

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[-rs-'s solution](#)

709.

1169E

[And Reachability](#) · [Tutorial](#)

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[-rs-'s solution](#)

710.

1140E

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711.

981E

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[-rs-'s solution](#)

712.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2200 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[-rs-'s solution](#)

713.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[-rs-'s solution](#)

714.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,253 global accepts · Rating: 2200 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[-rs-'s solution](#)

715.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[-rs-'s solution](#)

716.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[-rs-'s solution](#)

717.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[-rs-'s solution](#)

718.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-02-07 · last AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[-rs-'s solution](#)

719.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[-rs-'s solution](#)

720.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[-rs-'s solution](#)

721.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs

[-rs-'s solution](#)

722.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees

[-rs-'s solution](#)

723.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2018-11-24 · last AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[-rs-'s solution](#)

724.

1046A

[AI robots](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-09-25 · last AC: 2018-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[-rs-'s solution](#)

725.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[-rs-'s solution](#)

726.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-06 · last AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory, two pointers

[-rs-'s solution](#)

727.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[-rs-'s solution](#)

728.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[-rs-'s solution](#)

729.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,227 global accepts · Rating: 2300 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[-rs-'s solution](#)

730.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[-rs-'s solution](#)

731.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2021-02-11 · last AC: 2021-02-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, sortings

[-rs-'s solution](#)

732.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 2300 · first AC: 2019-01-25 · last AC: 2021-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[-rs-'s solution](#)

733.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[-rs-'s solution](#)

734.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[-rs-'s solution](#)

735.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices
[-rs-'s solution](#)

736.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer
[-rs-'s solution](#)

737.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[-rs-'s solution](#)

738.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[-rs-'s solution](#)

739.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2020-03-05 · last AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
[-rs-'s solution](#)

740.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-20 · last AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees
[-rs-'s solution](#)

741.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers
[-rs-'s solution](#)

742.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-31 · last AC: 2019-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math
[-rs-'s solution](#)

743.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, strings

[-rs-'s solution](#)

744.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[-rs-'s solution](#)

745.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[-rs-'s solution](#)

746.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-02 · last AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[-rs-'s solution](#)

747.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[-rs-'s solution](#)

748.

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[-rs-'s solution](#)

749.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-05 · last AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[-rs-'s solution](#)

750.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2019-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[-rs-'s solution](#)

751.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2019-08-15 · last AC: 2019-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[-rs-'s solution](#)

752.

1199F

[Rectangle Painting 1](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[-rs-'s solution](#)

753.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[-rs-'s solution](#)

754.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[-rs-'s solution](#)

755.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[-rs-'s solution](#)

756.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-03-06 · last AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[-rs-'s solution](#)

757.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2019-02-16 · last AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[-rs-'s solution](#)

758.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[-rs-'s solution](#)

759.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[-rs-'s solution](#)

760.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[-rs-'s solution](#)

761.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,082 global accepts · Rating: 2300 · first AC: 2018-10-09 · last AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[-rs-'s solution](#)

762.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[-rs-'s solution](#)

763.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[-rs-'s solution](#)

764.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-08-30 · last AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[-rs-'s solution](#)

765.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · last AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[-rs-'s solution](#)

766.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[-rs-'s solution](#)

767.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2018-11-23 · last AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[-rs-'s solution](#)

768.

1485F

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

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[-rs-'s solution](#)

769.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[-rs-'s solution](#)

770.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[-rs-'s solution](#)

771.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[-rs-'s solution](#)

772.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[-rs-'s solution](#)

773.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[-rs-'s solution](#)

774.

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[-rs-'s solution](#)

775.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[-rs-'s solution](#)

776.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[-rs-'s solution](#)

777.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[-rs-'s solution](#)

778.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2400 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[-rs-'s solution](#)

779.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[-rs-'s solution](#)

780.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,593 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[-rs-'s solution](#)

781.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[-rs-'s solution](#)

782.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[-rs-'s solution](#)

783.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-12-07 · last AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[-rs-'s solution](#)

784.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2019-10-25 · last AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[-rs-'s solution](#)

785.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[-rs-'s solution](#)

786.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[-rs-'s solution](#)

787.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[-rs-'s solution](#)

788.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[-rs-'s solution](#)

789.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[-rs-'s solution](#)

790.

1229C

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

Rating: 2400 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[-rs-'s solution](#)

791.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2019-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[-rs-'s solution](#)

792.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[-rs-'s solution](#)

793.

1089K

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

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[-rs-'s solution](#)

794.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[-rs-'s solution](#)

795.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[-rs-'s solution](#)

796.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[-rs-'s solution](#)

797.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[-rs-'s solution](#)

798.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[-rs-'s solution](#)

799.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[-rs-'s solution](#)

800.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,963 global accepts · Rating: 2400 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[-rs-'s solution](#)

801.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2019-02-03 · last AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[-rs-'s solution](#)

802.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-02-03 · last AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[-rs-'s solution](#)

803.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[-rs-'s solution](#)

804.

1107E

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

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2019-01-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[-rs-'s solution](#)

805.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2019-01-10 · last AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[-rs-'s solution](#)

806.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, trees

[-rs-'s solution](#)

807.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2400 · first AC: 2018-11-23 · last AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities

[-rs-'s solution](#)

808.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[-rs-'s solution](#)

809.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2018-09-28 · last AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[-rs-'s solution](#)

810.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[-rs-'s solution](#)

811.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[-rs-'s solution](#)

812.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[-rs-'s solution](#)

813.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[-rs-'s solution](#)

814.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-03-14 · last AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[-rs-'s solution](#)

815.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[-rs-'s solution](#)

816.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[-rs-'s solution](#)

817.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[-rs-'s solution](#)

818.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation
[-rs-'s solution](#)

819.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[-rs-'s solution](#)

820.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[-rs-'s solution](#)

821.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs
[-rs-'s solution](#)

822.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive
[-rs-'s solution](#)

823.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers
[-rs-'s solution](#)

824.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers
[-rs-'s solution](#)

825.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[-rs-'s solution](#)

826.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-05 · last AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[-rs-'s solution](#)

827.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[-rs-'s solution](#)

828.

1361C

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

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-15 · last AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[-rs-'s solution](#)

829.

1325F

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

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[-rs-'s solution](#)

830.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[-rs-'s solution](#)

831.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2500 · first AC: 2020-03-06 · last AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, implementation

[-rs-'s solution](#)

832.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2020-02-19 · last AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[-rs-'s solution](#)

833.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[-rs-'s solution](#)

834.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[-rs-'s solution](#)

835.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[-rs-'s solution](#)

836.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[-rs-'s solution](#)

837.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu

[-rs-'s solution](#)

838.

946G

[Almost Increasing Array](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2500 · first AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[-rs-'s solution](#)

839.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[-rs-'s solution](#)

840.

1037F

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

Quality: 1,273 global accepts · Rating: 2500 · first AC: 2019-08-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[-rs-'s solution](#)

841.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-08-10 · last AC: 2019-08-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[-rs-'s solution](#)

842.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 2500 · first AC: 2019-07-26 · last AC: 2019-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[-rs-'s solution](#)

843.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2019-07-08 · last AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[-rs-'s solution](#)

844.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[-rs-'s solution](#)

845.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2500 · first AC: 2019-03-01 · last AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[-rs-'s solution](#)

846.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2019-01-26 · last AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[-rs-'s solution](#)

847.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[-rs-'s solution](#)

848.

1055E

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

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

[-rs-'s solution](#)

849.

1058F

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[-rs-'s solution](#)

850.

1890E2

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

Rating: 2600 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[-rs-'s solution](#)

851.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[-rs-'s solution](#)

852.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-31 · last AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[-rs-'s solution](#)

853.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[-rs-'s solution](#)

854.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[-rs-'s solution](#)

855.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2020-09-28 · last AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[-rs-'s solution](#)

856.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[-rs-'s solution](#)

857.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2021-02-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[-rs-'s solution](#)

858.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[-rs-'s solution](#)

859.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[-rs-'s solution](#)

860.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-20 · last AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[-rs-'s solution](#)

861.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[-rs-'s solution](#)

862.

755F

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

Quality: 1,864 global accepts · Rating: 2600 · first AC: 2020-10-23 · last AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[-rs-'s solution](#)

863.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,949 global accepts · Rating: 2600 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[-rs-'s solution](#)

864.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[-rs-'s solution](#)

865.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities
[-rs-'s solution](#)

866.

1344C

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

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math
[-rs-'s solution](#)

867.

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[-rs-'s solution](#)

868.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp
[-rs-'s solution](#)

869.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2019-10-29 · last AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing
[-rs-'s solution](#)

870.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[-rs-'s solution](#)

871.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees
[-rs-'s solution](#)

872.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu
[-rs-'s solution](#)

873.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-30 · last AC: 2019-12-31 · C++14 (GCC 6-32) (first AC) · Tags: math, strings
[-rs-'s solution](#)

874.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-12-13 · last AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[-rs-'s solution](#)

875.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[-rs-'s solution](#)

876.

1267F

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

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[-rs-'s solution](#)

877.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[-rs-'s solution](#)

878.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2600 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[-rs-'s solution](#)

879.

1089I

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

Quality: 459 global accepts · Rating: 2600 · first AC: 2019-11-09 · last AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[-rs-'s solution](#)

880.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[-rs-'s solution](#)

881.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[-rs-'s solution](#)

882.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 922 global accepts · Rating: 2600 · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[-rs-'s solution](#)

883.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[-rs-'s solution](#)

884.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2019-02-08 · last AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[-rs-'s solution](#)

885.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[-rs-'s solution](#)

886.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-11-03 · last AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[-rs-'s solution](#)

887.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[-rs-'s solution](#)

888.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[-rs-'s solution](#)

889.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[-rs-'s solution](#)

890.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-02 · last AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[-rs-'s solution](#)

891.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[-rs-'s solution](#)

892.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-20 · last AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[-rs-'s solution](#)

893.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2700 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[-rs-'s solution](#)

894.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[-rs-'s solution](#)

895.

1408G

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

Quality: 1,302 global accepts · Rating: 2700 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[-rs-'s solution](#)

896.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2700 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[-rs-'s solution](#)

897.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[-rs-'s solution](#)

898.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-18 · last AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[-rs-'s solution](#)

899.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2700 · first AC: 2020-05-13 · last AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[-rs-'s solution](#)

900.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2020-05-15 · last AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[-rs-'s solution](#)

901.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2700 · first AC: 2020-05-05 · last AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[-rs-'s solution](#)

902.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[-rs-'s solution](#)

903.

1131G

[Most Dangerous Shark](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, two pointers

[-rs-'s solution](#)

904.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings, two pointers

[-rs-'s solution](#)

905.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[-rs-'s solution](#)

906.

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2019-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[-rs-'s solution](#)

907.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[-rs-'s solution](#)

908.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[-rs-'s solution](#)

909.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-29 · last AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees
[-rs-'s solution](#)

910.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2019-11-28 · last AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[-rs-'s solution](#)

911.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[-rs-'s solution](#)

912.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[-rs-'s solution](#)

913.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[-rs-'s solution](#)

914.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2019-01-09 · last AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu
[-rs-'s solution](#)

915.

1033E

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

Quality: 789 global accepts · Rating: 2800 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive
[-rs-'s solution](#)

916.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math
[-rs-'s solution](#)

917.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[-rs-'s solution](#)

918.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,919 global accepts · Rating: 2800 · first AC: 2021-01-10 · last AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[-rs-'s solution](#)

919.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2021-01-07 · last AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu
[-rs-'s solution](#)

920.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[-rs-'s solution](#)

921.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[-rs-'s solution](#)

922.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[-rs-'s solution](#)

923.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs
[-rs-'s solution](#)

924.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
[-rs-'s solution](#)

925.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-07-31 · last AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[-rs-'s solution](#)

926.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation

[-rs-'s solution](#)

927.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[-rs-'s solution](#)

928.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[-rs-'s solution](#)

929.

1291F

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

Quality: 726 global accepts · Rating: 2800 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[-rs-'s solution](#)

930.

1316F

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

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-03-06 · last AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[-rs-'s solution](#)

931.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2019-12-27 · last AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[-rs-'s solution](#)

932.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[-rs-'s solution](#)

933.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[-rs-'s solution](#)

934.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[-rs-'s solution](#)

935.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[-rs-'s solution](#)

936.

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[-rs-'s solution](#)

937.

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[-rs-'s solution](#)

938.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[-rs-'s solution](#)

939.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2020-05-10 · last AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[-rs-'s solution](#)

940.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[-rs-'s solution](#)

941.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2019-12-09 · last AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[-rs-'s solution](#)

942.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[-rs-'s solution](#)

943.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2020-12-02 · last AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities, trees

[-rs-'s solution](#)

944.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-18 · last AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[-rs-'s solution](#)

945.

1428G2

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

Quality: 728 global accepts · Rating: 3000 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[-rs-'s solution](#)

946.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[-rs-'s solution](#)

947.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 3000 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths
[-rs-'s solution](#)

948.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2020-05-09 · last AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games
[-rs-'s solution](#)

949.

1290D

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

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive
[-rs-'s solution](#)

950.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees
[-rs-'s solution](#)

951.

436F

[Banners](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 3000 · first AC: 2019-11-01 · last AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[-rs-'s solution](#)

952.

1020E

[Sergey's problem](#) · [Tutorial](#)

Rating: 3000 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[-rs-'s solution](#)

953.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy
[-rs-'s solution](#)

954.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[-rs-'s solution](#)

955.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft
[-rs-'s solution](#)

956.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, trees
[-rs-'s solution](#)

957.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[-rs-'s solution](#)

958.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2022-04-07 · last AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[-rs-'s solution](#)

959.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees
[-rs-'s solution](#)

960.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, trees
[-rs-'s solution](#)

961.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[-rs-'s solution](#)

962.

1428H

[Rotary Laser Lock](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[-rs-'s solution](#)

963.

1322F

[Assigning Fares](#) · [Tutorial](#)

Quality: 162 global accepts · Rating: 3500 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[-rs-'s solution](#)

964.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, trees
[-rs-'s solution](#)

965.

100570D

[TROY Query](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[-rs-'s solution](#)

966.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees
[-rs-'s solution](#)

967.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle

[-rs-'s solution](#)

968.

102512A

[Leakage](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-28 · last AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[-rs-'s solution](#)

969.

102512G

[Honeymoon](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[-rs-'s solution](#)

970.

391F2

[Stock Trading](#) · [Tutorial](#)

Quality: 119 global accepts · Rating: — · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[-rs-'s solution](#)

971.

101617G

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[-rs-'s solution](#)

972.

102154B

[Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[-rs-'s solution](#)

973.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2018-12-04 · last AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees

[-rs-'s solution](#)