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Unique solved — 055D

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

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1.

1788A

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3.

1780A

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4.

1775A1

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5.

1779A

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6.

1740B

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7.

1740A

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8.

1746B

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9.

1746A

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10.

1738A

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12.

1719B

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13.

1719A

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1711A

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1704A

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1706A

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18.

1701B

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1701A

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1699A

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21.

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24.

1592A

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25.

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26.

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31.

1635B

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32.

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33.

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36.

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37.

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38.

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1566B

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49.

1562A

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51.

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52.

1551B1

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56.

1549B

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1552A

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68.

1546A

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70.

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74.

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76.

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81.

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82.

1519A

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1515A

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84.

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86.

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87.

1513A

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88.

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1512A

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90.

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104.

1487A

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105.

1481A

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106.

1480A

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107.

1478A

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108.

1474A

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109.

1473A

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110.

1472B

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111.

1472A

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112.

1468E

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113.

1466B

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114.

1466A

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115.

1415A

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116.

1462B

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117.

1462A

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118.

1461A

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119.

1459A

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120.

1455A

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121.

1454B

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122.

1454A

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123.

1465A

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124.

1450A

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125.

1453A

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126.

1351A

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Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-08 · last AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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127.

1431A

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Quality: 2,153 global accepts · Rating: 800 · first AC: 2020-12-01 · Kotlin 1.4 (first AC) · Tags: *special

[055D's solution](#)

128.

1438A

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Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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129.

1452C

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[055D's solution](#)

130.

1452A

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131.

1451A

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132.

1440A

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Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[055D's solution](#)

133.

1447A

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Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[055D's solution](#)

134.

1443A

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Quality: 16,682 global accepts · Rating: 800 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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135.

1437A

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136.

1445A

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137.

1435A

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138.

1436A

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139.

1433B

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140.

1433A

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141.

1430B

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142.

1421A

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Quality: 35,467 global accepts · Rating: 800 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

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143.

1428A

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144.

1422A

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[055D's solution](#)

145.

1426A

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146.

1417A

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Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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147.

1408A

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148.

1405A

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149.

1409A

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150.

1397A

[Juggling Letters](#) · [Tutorial](#)

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151.

1400A

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152.

1398B

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153.

1398A

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154.

1392B

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155.

1392A

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156.

1399B

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Quality: 46,809 global accepts · Rating: 800 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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157.

1399A

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158.

1391B

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159.

1391A

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160.

1393A

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1385A

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162.

1385B

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163.

1388A

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164.

1389A

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165.

1382A

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166.

1372A

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167.

1371A

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168.

1374A

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169.

1367B

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170.

1367A

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171.

1368A

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172.

1369A

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173.

1370A

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174.

1358A

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175.

1360B

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176.

1360A

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177.

1353B

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178.

1353A

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179.

1352A

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180.

1002A1

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181.

172A

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182.

769A

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183.

411A

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184.

291A

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185.

1345A

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186.

770A

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Quality: 21,734 global accepts · Rating: 800 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation
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187.

888A

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188.

158A

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Quality: 320,445 global accepts · Rating: 800 · first AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation
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189.

1348A

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190.

1343B

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191.

1337A

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[055D's solution](#)

192.

1335A

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Quality: 104,788 global accepts · Rating: 800 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: math
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193.

1328A

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

Quality: 131,895 global accepts · Rating: 800 · first AC: 2020-03-28 · C++17 (GCC 9-64) (first AC) · Tags: math
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194.

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, number theory
[055D's solution](#)

195.

1325B

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Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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196.

1325A

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Quality: 46,202 global accepts · Rating: 800 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[055D's solution](#)

197.

1323A

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Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[055D's solution](#)

198.

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

[055D's solution](#)

199.

1305A

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

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

[055D's solution](#)

200.

1311A

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

Quality: 46,270 global accepts · Rating: 800 · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[055D's solution](#)

201.

1315A

[Dead Pixel](#) · [Tutorial](#)

Quality: 12,928 global accepts · Rating: 800 · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

202.

1307A

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Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[055D's solution](#)

203.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 800 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

204.

1301A

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Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[055D's solution](#)

205.

1303A

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Quality: 36,701 global accepts · Rating: 800 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[055D's solution](#)

206.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

207.

1296A

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Quality: 48,342 global accepts · Rating: 800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

208.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,430 global accepts · Rating: 800 · first AC: 2020-01-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

209.

1285A

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

Quality: 29,889 global accepts · Rating: 800 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

210.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,440 global accepts · Rating: 800 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[055D's solution](#)

211.

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

[055D's solution](#)

212.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[055D's solution](#)

213.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,296 global accepts · Rating: 800 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

214.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[055D's solution](#)

215.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[055D's solution](#)

216.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,925 global accepts · Rating: 800 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

217.

386A

[Second-Price Auction](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 800 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

218.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,994 global accepts · Rating: 800 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[055D's solution](#)

219.

14A

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Quality: 12,396 global accepts · Rating: 800 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

220.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,425 global accepts · Rating: 800 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

221.

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

222.

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[055D's solution](#)

223.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,252 global accepts · Rating: 800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

224.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[055D's solution](#)

225.

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,378 global accepts · Rating: 800 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

226.

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

227.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

228.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: strings

[055D's solution](#)

229.

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

230.

1234A

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

Quality: 29,553 global accepts · Rating: 800 · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

231.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[055D's solution](#)

232.

1230A

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

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

233.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

234.

1257A

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

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[055D's solution](#)

235.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,067 global accepts · Rating: 800 · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

236.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

237.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,797 global accepts · Rating: 800 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[055D's solution](#)

238.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[055D's solution](#)

239.

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[055D's solution](#)

240.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[055D's solution](#)

241.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[055D's solution](#)

242.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,681 global accepts · Rating: 800 · first AC: 2019-07-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

243.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,127 global accepts · Rating: 800 · first AC: 2019-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[055D's solution](#)

244.

1194A

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

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

245.

1191A

[Tokitsukaze and Enhancement](#) · [Tutorial](#)

Quality: 18,981 global accepts · Rating: 800 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[055D's solution](#)

246.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: strings

[055D's solution](#)

247.

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,131 global accepts · Rating: 800 · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

248.

306A

[Candies](#) · [Tutorial](#)

Quality: 8,175 global accepts · Rating: 800 · first AC: 2019-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

249.

802G1

[Fake News \(easy\)](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 800 · first AC: 2019-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[055D's solution](#)

250.

440A

[Forgotten Episode](#) · [Tutorial](#)

Quality: 8,919 global accepts · Rating: 800 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

251.

99A

[Help Far Away Kingdom](#) · [Tutorial](#)

Quality: 7,724 global accepts · Rating: 800 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: strings
[055D's solution](#)

252.

818A

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

Quality: 7,788 global accepts · Rating: 800 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[055D's solution](#)

253.

1186A

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

Quality: 42,455 global accepts · Rating: 800 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

254.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

255.

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,023 global accepts · Rating: 800 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

256.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,435 global accepts · Rating: 800 · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[055D's solution](#)

257.

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,426 global accepts · Rating: 800 · first AC: 2019-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math
[055D's solution](#)

258.

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

259.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: math
[055D's solution](#)

260.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,084 global accepts · Rating: 800 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[055D's solution](#)

261.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[055D's solution](#)

262.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

263.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[055D's solution](#)

264.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[055D's solution](#)

265.

678A

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

Quality: 15,164 global accepts · Rating: 800 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

266.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,095 global accepts · Rating: 800 · first AC: 2019-06-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

267.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 800 · first AC: 2019-06-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

268.

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

[055D's solution](#)

269.

735A

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

Quality: 13,141 global accepts · Rating: 800 · first AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[055D's solution](#)

270.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

271.

676A

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

Quality: 14,699 global accepts · Rating: 800 · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[055D's solution](#)

272.

551A

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

Quality: 17,859 global accepts · Rating: 800 · first AC: 2019-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[055D's solution](#)

273.

1102A

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

Quality: 26,614 global accepts · Rating: 800 · first AC: 2019-05-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

274.

214A

[System of Equations](#) · [Tutorial](#)

Quality: 42,916 global accepts · Rating: 800 · first AC: 2019-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[055D's solution](#)

275.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,666 global accepts · Rating: 800 · first AC: 2019-05-27 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[055D's solution](#)

276.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

277.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

278.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,191 global accepts · Rating: 800 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[055D's solution](#)

279.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: 800 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

280.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

281.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[055D's solution](#)

282.

169A

[Chores](#) · [Tutorial](#)

Quality: 8,181 global accepts · Rating: 800 · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[055D's solution](#)

283.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,934 global accepts · Rating: 800 · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

284.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[055D's solution](#)

285.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

286.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,774 global accepts · Rating: 800 · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

287.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

288.

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 800 · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

289.

760A

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

Quality: 8,644 global accepts · Rating: 800 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

290.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,283 global accepts · Rating: 800 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

291.

964A

[Splits](#) · [Tutorial](#)

Quality: 10,310 global accepts · Rating: 800 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

292.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

293.

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,060 global accepts · Rating: 800 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

294.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,853 global accepts · Rating: 800 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

295.

748A

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

Quality: 9,346 global accepts · Rating: 800 · first AC: 2019-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[055D's solution](#)

296.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2019-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

297.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,096 global accepts · Rating: 800 · first AC: 2019-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[055D's solution](#)

298.

1150A

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

Quality: 12,518 global accepts · Rating: 800 · first AC: 2019-05-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[055D's solution](#)

299.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 800 · first AC: 2019-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

300.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings
[055D's solution](#)

301.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: math
[055D's solution](#)

302.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

303.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[055D's solution](#)

304.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 800 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[055D's solution](#)

305.

294A

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

Quality: 28,390 global accepts · Rating: 800 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[055D's solution](#)

306.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

307.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,316 global accepts · Rating: 800 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[055D's solution](#)

308.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,865 global accepts · Rating: 800 · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

309.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,748 global accepts · Rating: 800 · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation
[055D's solution](#)

310.

1162A

[Zoning Restrictions Again](#) · [Tutorial](#)

Quality: 8,751 global accepts · Rating: 800 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

311.

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[055D's solution](#)

312.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory
[055D's solution](#)

313.

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[055D's solution](#)

314.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

315.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[055D's solution](#)

316.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,645 global accepts · Rating: 800 · first AC: 2019-05-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[055D's solution](#)

317.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 800 · first AC: 2019-05-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force
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318.

672A

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319.

339A

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Quality: 275,323 global accepts · Rating: 800 · first AC: 2019-05-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings
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320.

1041A

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Quality: 26,844 global accepts · Rating: 800 · first AC: 2019-05-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
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321.

894A

[QAQ](#) · [Tutorial](#)

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322.

112A

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

Quality: 287,227 global accepts · Rating: 800 · first AC: 2019-05-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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323.

701A

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324.

1144A

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Quality: 22,026 global accepts · Rating: 800 · first AC: 2019-05-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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325.

712A

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Quality: 12,587 global accepts · Rating: 800 · first AC: 2019-05-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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326.

1152A

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Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-05-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
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327.

1146A

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Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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328.

780A

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

Quality: 22,783 global accepts · Rating: 800 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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329.

1143A

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Quality: 14,041 global accepts · Rating: 800 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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330.

1154A

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331.

1139A

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Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[055D's solution](#)

332.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 800 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

333.

1131A

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Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math
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334.

855A

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Quality: 27,341 global accepts · Rating: 800 · first AC: 2019-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
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335.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-02-20 · C++14 (GCC 6-32) (first AC) · Tags: math
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336.

854A

[Fraction](#) · [Tutorial](#)

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[055D's solution](#)

337.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[055D's solution](#)

338.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,293 global accepts · Rating: 800 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[055D's solution](#)

339.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,815 global accepts · Rating: 800 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[055D's solution](#)

340.

1106A

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

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

341.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

342.

1108A

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

Quality: 23,353 global accepts · Rating: 800 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

343.

1104A

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

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[055D's solution](#)

344.

38A

[Army](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2019-01-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

345.

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,300 global accepts · Rating: 800 · first AC: 2019-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[055D's solution](#)

346.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2019-01-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[055D's solution](#)

347.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[055D's solution](#)

348.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,015 global accepts · Rating: 800 · first AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[055D's solution](#)

349.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,772 global accepts · Rating: 800 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

350.

513A

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Quality: 21,849 global accepts · Rating: 800 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[055D's solution](#)

351.

1097A

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

Quality: 43,804 global accepts · Rating: 800 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

352.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 800 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

353.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

354.

490A

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Quality: 70,999 global accepts · Rating: 800 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[055D's solution](#)

355.

1091A

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

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

[055D's solution](#)

356.

1096A

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Quality: 19,632 global accepts · Rating: 800 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[055D's solution](#)

357.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,489 global accepts · Rating: 800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

358.

492A

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Quality: 63,555 global accepts · Rating: 800 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

359.

432A

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Quality: 69,501 global accepts · Rating: 800 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[055D's solution](#)

360.

155A

[I love %username%](#) · [Tutorial](#)

Quality: 93,660 global accepts · Rating: 800 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[055D's solution](#)

361.

141A

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[055D's solution](#)

362.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,516 global accepts · Rating: 800 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[055D's solution](#)

363.

472A

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

Quality: 70,770 global accepts · Rating: 800 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[055D's solution](#)

364.

1087A

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

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

[055D's solution](#)

365.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 800 · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[055D's solution](#)

366.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[055D's solution](#)

367.

1092A

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[055D's solution](#)

368.

144A

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Quality: 121,387 global accepts · Rating: 800 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

369.

61A

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Quality: 136,205 global accepts · Rating: 800 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

370.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,357 global accepts · Rating: 800 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

371.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,389 global accepts · Rating: 800 · first AC: 2018-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[055D's solution](#)

372.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,723 global accepts · Rating: 800 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[055D's solution](#)

373.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,069 global accepts · Rating: 800 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[055D's solution](#)

374.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,432 global accepts · Rating: 800 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[055D's solution](#)

375.

1088A

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

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[055D's solution](#)

376.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,248 global accepts · Rating: 800 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

377.

181A

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Quality: 8,785 global accepts · Rating: 800 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation

[055D's solution](#)

378.

421A

[Pasha and Hamsters](#) · [Tutorial](#)

Quality: 6,884 global accepts · Rating: 800 · first AC: 2018-12-02 · last AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[055D's solution](#)

379.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,265 global accepts · Rating: 800 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

380.

859A

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Quality: 8,619 global accepts · Rating: 800 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[055D's solution](#)

381.

47A

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Quality: 18,172 global accepts · Rating: 800 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
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382.

426A

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383.

1054A

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Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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384.

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: math
[055D's solution](#)

385.

952A

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Quality: 11,975 global accepts · Rating: 800 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: *special, math
[055D's solution](#)

386.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,819 global accepts · Rating: 800 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
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387.

851A

[Arpa and a research in Mexican wave](#) · [Tutorial](#)

Quality: 10,311 global accepts · Rating: 800 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[055D's solution](#)

388.

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: math
[055D's solution](#)

389.

932A

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Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[055D's solution](#)

390.

931A

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Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[055D's solution](#)

391.

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

392.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

393.

1060A

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Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[055D's solution](#)

394.

1061A

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Quality: 24,105 global accepts · Rating: 800 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[055D's solution](#)

395.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

396.

629A

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Quality: 14,847 global accepts · Rating: 800 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[055D's solution](#)

397.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,530 global accepts · Rating: 800 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

398.

831B

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Quality: 15,647 global accepts · Rating: 800 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[055D's solution](#)

399.

262A

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Quality: 22,449 global accepts · Rating: 800 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

400.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

401.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

402.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

403.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 800 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[055D's solution](#)

404.

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,669 global accepts · Rating: 800 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

405.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[055D's solution](#)

406.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,423 global accepts · Rating: 800 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[055D's solution](#)

407.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,158 global accepts · Rating: 800 · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[055D's solution](#)

408.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,731 global accepts · Rating: 800 · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

409.

1047A

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

Quality: 21,285 global accepts · Rating: 800 · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

410.

999A

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

Quality: 25,327 global accepts · Rating: 800 · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

411.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,240 global accepts · Rating: 800 · first AC: 2018-11-27 · last AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

412.

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

Quality: 16,119 global accepts · Rating: 800 · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

413.

233A

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

Quality: 49,147 global accepts · Rating: 800 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

414.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,805 global accepts · Rating: 800 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

415.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

416.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,199 global accepts · Rating: 800 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

417.

764A

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

Quality: 17,100 global accepts · Rating: 800 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[055D's solution](#)

418.

378A

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

Quality: 25,934 global accepts · Rating: 800 · first AC: 2018-11-26 · last AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[055D's solution](#)

419.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 800 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

420.

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

421.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,496 global accepts · Rating: 800 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

422.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 800 · first AC: 2018-11-20 · last AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

423.

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

424.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,805 global accepts · Rating: 800 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

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425.

832A

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426.

686A

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427.

630A

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428.

822A

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429.

731A

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430.

716A

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431.

734B

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432.

599A

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433.

427A

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434.

732A

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435.

750A

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436.

723A

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[055D's solution](#)

437.

510A

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[055D's solution](#)

438.

228A

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439.

268A

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[055D's solution](#)

440.

443A

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441.

59A

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442.

110A

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443.

467A

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444.

546A

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445.

1077A

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446.

236A

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447.

116A

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[055D's solution](#)

448.

266A

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[055D's solution](#)

449.

281A

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450.

50A

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Quality: 318,685 global accepts · Rating: 800 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[055D's solution](#)

451.

231A

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[055D's solution](#)

452.

71A

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[055D's solution](#)

453.

177A2

[Good Matrix Elements](#) · [Tutorial](#)

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[055D's solution](#)

454.

177A1

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[055D's solution](#)

455.

245A

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[055D's solution](#)

456.

658A

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457.

1031A

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[055D's solution](#)

458.

994A

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[055D's solution](#)

459.

1064A

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460.

984A

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461.

897A

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[055D's solution](#)

462.

987A

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463.

595A

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464.

978B

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465.

1017A

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466.

1005A

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467.

1015A

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468.

1003A

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469.

835A

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Quality: 21,712 global accepts · Rating: 800 · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

470.

1006A

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471.

721A

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472.

431A

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473.

749A

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474.

711A

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475.

509A

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[055D's solution](#)

476.

703A

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477.

758A

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Quality: 75,301 global accepts · Rating: 800 · first AC: 2018-11-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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478.

581A

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479.

200B

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[055D's solution](#)

480.

677A

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[055D's solution](#)

481.

734A

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482.

344A

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483.

617A

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484.

136A

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[055D's solution](#)

485.

263A

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Quality: 317,969 global accepts · Rating: 800 · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

486.

867A

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[055D's solution](#)

487.

996A

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Quality: 118,354 global accepts · Rating: 800 · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[055D's solution](#)

488.

959A

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489.

935A

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490.

785A

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491.

791A

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492.

705A

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493.

977A

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[055D's solution](#)

494.

1030A

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495.

1075A

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496.

4A

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Quality: 687,764 global accepts · Rating: 800 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: brute force, math
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497.

1775A2

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Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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498.

1779B

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499.

1737A

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[055D's solution](#)

500.

1733B

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501.

1699B

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502.

1696B

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503.

1585B

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504.

1584C

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505.

1582B

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506.

1610A

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507.

1559B

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508.

1559A

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[055D's solution](#)

509.

1555A

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510.

1543A

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[055D's solution](#)

511.

1543B

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512.

1535B

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513.

1537B

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514.

1525B

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Quality: 26,659 global accepts · Rating: 900 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[055D's solution](#)

515.

1488A

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[055D's solution](#)

516.

1505A

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Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, interactive
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517.

1501B

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Quality: 21,076 global accepts · Rating: 900 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, sortings
[055D's solution](#)

518.

1496A

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Quality: 22,242 global accepts · Rating: 900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings
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519.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation
[055D's solution](#)

520.

1486A

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521.

1480B

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Quality: 17,930 global accepts · Rating: 900 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[055D's solution](#)

522.

1475B

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[055D's solution](#)

523.

1475A

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524.

1467A

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[055D's solution](#)

525.

1471A

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Quality: 38,203 global accepts · Rating: 900 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[055D's solution](#)

526.

1468N

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Quality: 9,119 global accepts · Rating: 900 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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527.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,449 global accepts · Rating: 900 · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

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528.

1451B

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Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[055D's solution](#)

529.

1440B

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Quality: 30,326 global accepts · Rating: 900 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[055D's solution](#)

530.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 900 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[055D's solution](#)

531.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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532.

1433C

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Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[055D's solution](#)

533.

1430A

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Quality: 21,754 global accepts · Rating: 900 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

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534.

1427A

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Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

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535.

1426B

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Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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536.

1420A

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Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

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537.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

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538.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

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539.

1401A

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540.

1380A

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541.

1374B

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542.

1373B

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543.

130A

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544.

1267B

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545.

1057A

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546.

45A

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547.

1354A

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548.

1350A

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549.

1351B

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550.

16B

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551.

26A

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Quality: 42,743 global accepts · Rating: 900 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: number theory

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552.

1341A

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553.

1343A

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Quality: 53,385 global accepts · Rating: 900 · first AC: 2020-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[055D's solution](#)

554.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry

[055D's solution](#)

555.

1337B

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556.

1335B

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[055D's solution](#)

557.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,208 global accepts · Rating: 900 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math

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558.

1330A

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559.

1326B

[Maximums](#) · [Tutorial](#)

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

[055D's solution](#)

560.

1324A

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561.

1321A

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[055D's solution](#)

562.

1313A

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563.

115A

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Quality: 43,349 global accepts · Rating: 900 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

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564.

1296B

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Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: math

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565.

1089L

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566.

52A

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567.

1291A

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Quality: 20,683 global accepts · Rating: 900 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

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568.

1295A

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569.

616A

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570.

1279A

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571.

1283B

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572.

916A

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573.

1282A

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574.

1272A

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575.

44A

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576.

10A

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577.

267A

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578.

11A

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579.

1032A

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580.

622B

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581.

63A

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582.

1150B

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Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[055D's solution](#)

583.

991B

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Quality: 13,732 global accepts · Rating: 900 · first AC: 2019-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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584.

1216B

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585.

1248B

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586.

1225A

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587.

1238A

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588.

1213A

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589.

1208A

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590.

1204B

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591.

1206B

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[055D's solution](#)

592.

1201A

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593.

586A

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594.

1197A

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595.

152A

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596.

914A

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597.

706A

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598.

519A

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599.

439A

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600.

149A

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601.

556A

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602.

208A

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603.

1187A

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604.

96A

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605.

299B

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Quality: 6,440 global accepts · Rating: 900 · first AC: 2019-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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606.

412A

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607.

412B

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608.

847G

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609.

194A

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[055D's solution](#)

610.

793A

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Quality: 8,015 global accepts · Rating: 900 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

611.

137A

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612.

1183B

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613.

244A

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614.

424A

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615.

215A

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616.

376A

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617.

653A

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618.

729A

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Quality: 8,095 global accepts · Rating: 900 · first AC: 2019-06-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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619.

868A

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620.

808A

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[055D's solution](#)

621.

747B

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[055D's solution](#)

622.

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,591 global accepts · Rating: 900 · first AC: 2019-06-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[055D's solution](#)

623.

981A

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Quality: 10,328 global accepts · Rating: 900 · first AC: 2019-06-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[055D's solution](#)

624.

246A

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Quality: 10,227 global accepts · Rating: 900 · first AC: 2019-06-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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625.

94A

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Quality: 12,265 global accepts · Rating: 900 · first AC: 2019-06-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[055D's solution](#)

626.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,779 global accepts · Rating: 900 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[055D's solution](#)

627.

168A

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Quality: 11,506 global accepts · Rating: 900 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

628.

373A

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Quality: 11,465 global accepts · Rating: 900 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

629.

1175A

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Quality: 19,764 global accepts · Rating: 900 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

630.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[055D's solution](#)

631.

801B

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Quality: 11,201 global accepts · Rating: 900 · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[055D's solution](#)

632.

948A

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Quality: 15,318 global accepts · Rating: 900 · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[055D's solution](#)

633.

820A

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Quality: 8,567 global accepts · Rating: 900 · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

634.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,543 global accepts · Rating: 900 · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

635.

631A

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Quality: 9,749 global accepts · Rating: 900 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

636.

810A

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Quality: 9,277 global accepts · Rating: 900 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

637.

834A

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Quality: 9,100 global accepts · Rating: 900 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

638.

1169A

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639.

205A

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640.

1163A

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641.

876A

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642.

549A

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643.

369A

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Quality: 12,220 global accepts · Rating: 900 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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644.

989A

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645.

879A

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646.

84A

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647.

199A

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648.

814A

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649.

1011A

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650.

935B

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651.

1107A

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652.

275A

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653.

764B

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654.

545A

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655.

1005B

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656.

1144B

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657.

1106C

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[055D's solution](#)

658.

697A

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Quality: 13,352 global accepts · Rating: 900 · first AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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659.

1110A

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[055D's solution](#)

660.

496A

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[055D's solution](#)

661.

1095B

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[055D's solution](#)

662.

709A

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[055D's solution](#)

663.

768A

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[055D's solution](#)

664.

670A

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[055D's solution](#)

665.

839A

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666.

572A

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[055D's solution](#)

667.

501A

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668.

598A

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669.

1141B

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670.

320A

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671.

276A

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672.

34B

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673.

913A

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674.

621A

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675.

567A

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676.

588A

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677.

474A

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678.

460A

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679.

451A

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680.

405A

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681.

318A

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682.

337A

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683.

580A

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684.

160A

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685.

776A

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686.

918B

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687.

745A

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688.

554A

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689.

915A

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690.

48A

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[055D's solution](#)

691.

415A

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[055D's solution](#)

692.

408A

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693.

863A

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[055D's solution](#)

694.

765A

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695.

1166A

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696.

1138A

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697.

893A

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698.

1132B

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699.

961A

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700.

870A

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701.

807A

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702.

1004A

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703.

465A

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704.

980A

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705.

1113A

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706.

1025A

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707.

892A

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708.

999B

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709.

1008A

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710.

129A

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711.

903A

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712.

1016A

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713.

1047B

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714.

841A

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Quality: 14,048 global accepts · Rating: 900 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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715.

746B

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716.

591A

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Quality: 17,279 global accepts · Rating: 900 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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717.

611A

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Quality: 12,180 global accepts · Rating: 900 · first AC: 2019-01-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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718.

977B

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[055D's solution](#)

719.

313A

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Quality: 65,037 global accepts · Rating: 900 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

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720.

1093B

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721.

133A

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Quality: 125,000 global accepts · Rating: 900 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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722.

1080B

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Quality: 12,641 global accepts · Rating: 900 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: math

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723.

1055A

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724.

1770B

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[055D's solution](#)

725.

1770A

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

[055D's solution](#)

726.

1704B

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[055D's solution](#)

727.

1584B

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Quality: 14,352 global accepts · Rating: 1000 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[055D's solution](#)

728.

1579E1

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[055D's solution](#)

729.

1569B

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Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[055D's solution](#)

730.

1567B

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Quality: 32,932 global accepts · Rating: 1000 · first AC: 2021-10-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[055D's solution](#)

731.

1566C

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

[055D's solution](#)

732.

1562B

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Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[055D's solution](#)

733.

1550B

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Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[055D's solution](#)

734.

1539A

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Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[055D's solution](#)

735.

1521A

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Quality: 42,040 global accepts · Rating: 1000 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[055D's solution](#)

736.

1520C

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[055D's solution](#)

737.

1515B

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Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

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738.

1506C

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[055D's solution](#)

739.

1499B

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Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[055D's solution](#)

740.

1490B

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Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[055D's solution](#)

741.

1485A

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Quality: 33,139 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[055D's solution](#)

742.

1476A

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Quality: 44,884 global accepts · Rating: 1000 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[055D's solution](#)

743.

1474B

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

Quality: 40,323 global accepts · Rating: 1000 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[055D's solution](#)

744.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,092 global accepts · Rating: 1000 · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings

[055D's solution](#)

745.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,058 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[055D's solution](#)

746.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[055D's solution](#)

747.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[055D's solution](#)

748.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[055D's solution](#)

749.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,067 global accepts · Rating: 1000 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[055D's solution](#)

750.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,446 global accepts · Rating: 1000 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[055D's solution](#)

751.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,233 global accepts · Rating: 1000 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[055D's solution](#)

752.

1405B

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Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[055D's solution](#)

753.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,386 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[055D's solution](#)

754.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,843 global accepts · Rating: 1000 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[055D's solution](#)

755.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[055D's solution](#)

756.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[055D's solution](#)

757.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,915 global accepts · Rating: 1000 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[055D's solution](#)

758.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[055D's solution](#)

759.

1211A

[Three Problems](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1000 · first AC: 2020-06-25 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[055D's solution](#)

760.

1346A

[Color Revolution](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 1000 · first AC: 2020-06-25 · Kotlin 1.4 (first AC) · Tags: *special, math

[055D's solution](#)

761.

125B

[Simple XML](#) · [Tutorial](#)

Quality: 3,711 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[055D's solution](#)

762.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,304 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[055D's solution](#)

763.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms

[055D's solution](#)

764.

637A

[Voting for Photos](#) · [Tutorial](#)

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, implementation

[055D's solution](#)

765.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,078 global accepts · Rating: 1000 · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[055D's solution](#)

766.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[055D's solution](#)

767.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[055D's solution](#)

768.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[055D's solution](#)

769.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,845 global accepts · Rating: 1000 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: math

[055D's solution](#)

770.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[055D's solution](#)

771.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[055D's solution](#)

772.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[055D's solution](#)

773.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

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

[055D's solution](#)

774.

72G

[Fibonacci army](#) · [Tutorial](#)

Quality: 2,835 global accepts · Rating: 1000 · first AC: 2020-02-10 · lo (first AC) · Tags: *special, dp

[055D's solution](#)

775.

491A

[Up the hill](#) · [Tutorial](#)

Quality: 3,485 global accepts · Rating: 1000 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[055D's solution](#)

776.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[055D's solution](#)

777.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

778.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2020-01-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

779.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

780.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1000 · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[055D's solution](#)

781.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,638 global accepts · Rating: 1000 · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

782.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,295 global accepts · Rating: 1000 · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[055D's solution](#)

783.

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2020-01-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

784.

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1000 · first AC: 2020-01-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

785.

357A

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

Quality: 7,682 global accepts · Rating: 1000 · first AC: 2020-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[055D's solution](#)

786.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1000 · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

787.

143A

[Help Vasilisa the Wise 2](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[055D's solution](#)

788.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[055D's solution](#)

789.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[055D's solution](#)

790.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[055D's solution](#)

791.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[055D's solution](#)

792.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math
[055D's solution](#)

793.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,487 global accepts · Rating: 1000 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

794.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,504 global accepts · Rating: 1000 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

795.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,142 global accepts · Rating: 1000 · first AC: 2019-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, shortest paths

[055D's solution](#)

796.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,721 global accepts · Rating: 1000 · first AC: 2019-12-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

797.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,523 global accepts · Rating: 1000 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

798.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,927 global accepts · Rating: 1000 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

799.

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1000 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

800.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,804 global accepts · Rating: 1000 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[055D's solution](#)

801.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,582 global accepts · Rating: 1000 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

802.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,871 global accepts · Rating: 1000 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

803.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

804.

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,130 global accepts · Rating: 1000 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[055D's solution](#)

805.

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

806.

753A

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

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[055D's solution](#)

807.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

808.

284B

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

Quality: 7,364 global accepts · Rating: 1000 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

809.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

810.

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

811.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[055D's solution](#)

812.

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[055D's solution](#)

813.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[055D's solution](#)

814.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1000 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[055D's solution](#)

815.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[055D's solution](#)

816.

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,976 global accepts · Rating: 1000 · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

817.

727A

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

Quality: 18,022 global accepts · Rating: 1000 · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math

[055D's solution](#)

818.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

819.

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1000 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

820.

259A

[Little Elephant and Chess](#) · [Tutorial](#)

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[055D's solution](#)

821.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[055D's solution](#)

822.

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,681 global accepts · Rating: 1000 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

823.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

824.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,195 global accepts · Rating: 1000 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

825.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[055D's solution](#)

826.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,037 global accepts · Rating: 1000 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[055D's solution](#)

827.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

828.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[055D's solution](#)

829.

864B

[Polycarp and Letters](#) · [Tutorial](#)

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[055D's solution](#)

830.

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,915 global accepts · Rating: 1000 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

831.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[055D's solution](#)

832.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

833.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

834.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

835.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,941 global accepts · Rating: 1000 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

836.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

837.

822B

[Crossword solving](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[055D's solution](#)

838.

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,092 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

839.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

840.

1020A

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

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

841.

886A

[ACM ICPC](#) · [Tutorial](#)

Quality: 11,216 global accepts · Rating: 1000 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[055D's solution](#)

842.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,027 global accepts · Rating: 1000 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

843.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[055D's solution](#)

844.

779A

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

Quality: 9,703 global accepts · Rating: 1000 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[055D's solution](#)

845.

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1000 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: strings

[055D's solution](#)

846.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2019-11-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

847.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

848.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[055D's solution](#)

849.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,183 global accepts · Rating: 1000 · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[055D's solution](#)

850.

1225B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1000 · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

851.

1253A

[Single Push](#) · [Tutorial](#)

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852.

1223B

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853.

1245A

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854.

1244B

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855.

1257B

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856.

1251A

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857.

1221A

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858.

1249B1

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859.

1230B

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860.

1234B1

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861.

1256A

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862.

1248A

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863.

1204A

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864.

1203A

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865.

1199A

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866.

1199B

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867.

670B

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[055D's solution](#)

868.

991A

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869.

1195A

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870.

1008B

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871.

1195B

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872.

1197B

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873.

389A

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874.

887A

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875.

1107B

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[055D's solution](#)

876.

552A

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[055D's solution](#)

877.

1144C

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878.

1139B

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879.

165A

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880.

1041B

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881.

499A

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882.

757A

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883.

535A

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884.

219A

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885.

385A

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886.

404A

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887.

352A

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[055D's solution](#)

888.

462A

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Quality: 17,867 global accepts · Rating: 1000 · first AC: 2019-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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889.

761A

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Quality: 15,138 global accepts · Rating: 1000 · first AC: 2019-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

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890.

507A

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Quality: 21,742 global accepts · Rating: 1000 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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891.

804A

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892.

659A

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Quality: 16,826 global accepts · Rating: 1000 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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893.

798A

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Quality: 23,851 global accepts · Rating: 1000 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

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894.

560A

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Quality: 19,885 global accepts · Rating: 1000 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

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895.

766B

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896.

43A

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897.

515A

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898.

118B

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899.

37A

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900.

732B

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901.

476A

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902.

577A

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903.

584A

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904.

379A

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Quality: 53,263 global accepts · Rating: 1000 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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905.

500A

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Quality: 62,687 global accepts · Rating: 1000 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

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906.

339B

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Quality: 81,371 global accepts · Rating: 1000 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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907.

479A

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[055D's solution](#)

908.

131A

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Quality: 100,973 global accepts · Rating: 1000 · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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909.

69A

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Quality: 202,350 global accepts · Rating: 1000 · first AC: 2019-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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910.

58A

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911.

118A

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Quality: 231,411 global accepts · Rating: 1000 · first AC: 2019-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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912.

178A2

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913.

178A1

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Quality: 1,835 global accepts · Rating: 1000 · first AC: 2019-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —

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914.

177B1

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915.

90A

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916.

120A

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917.

299A

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918.

29A

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919.

182B

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920.

234B

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921.

967B

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[055D's solution](#)

922.

847M

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Quality: 6,808 global accepts · Rating: 1000 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

923.

859B

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Quality: 7,904 global accepts · Rating: 1000 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

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924.

981B

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Quality: 8,045 global accepts · Rating: 1000 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings

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925.

626A

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Quality: 6,700 global accepts · Rating: 1000 · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[055D's solution](#)

926.

1033A

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Quality: 16,053 global accepts · Rating: 1000 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation
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927.

1181A

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Quality: 14,793 global accepts · Rating: 1000 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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928.

400A

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Quality: 6,864 global accepts · Rating: 1000 · first AC: 2019-06-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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929.

724A

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Quality: 7,555 global accepts · Rating: 1000 · first AC: 2019-06-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

930.

886B

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931.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1000 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[055D's solution](#)

932.

1084A

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Quality: 8,229 global accepts · Rating: 1000 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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933.

620B

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Quality: 10,510 global accepts · Rating: 1000 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

934.

1182A

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Quality: 35,575 global accepts · Rating: 1000 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
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935.

893B

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Quality: 12,664 global accepts · Rating: 1000 · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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936.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[055D's solution](#)

937.

221A

[Little Elephant and Function](#) · [Tutorial](#)

Quality: 16,802 global accepts · Rating: 1000 · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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938.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,109 global accepts · Rating: 1000 · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[055D's solution](#)

939.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

940.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[055D's solution](#)

941.

1155A

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[055D's solution](#)

942.

1151A

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

Quality: 11,856 global accepts · Rating: 1000 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings
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943.

862A

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

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[055D's solution](#)

944.

1174A

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

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[055D's solution](#)

945.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

946.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

947.

978C

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Quality: 29,822 global accepts · Rating: 1000 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[055D's solution](#)

948.

272A

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Quality: 27,678 global accepts · Rating: 1000 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

949.

1165B

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Quality: 24,282 global accepts · Rating: 1000 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[055D's solution](#)

950.

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

951.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

952.

1051B

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Quality: 18,810 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[055D's solution](#)

953.

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[055D's solution](#)

954.

1088B

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

Quality: 13,586 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[055D's solution](#)

955.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[055D's solution](#)

956.

699A

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Quality: 18,834 global accepts · Rating: 1000 · first AC: 2019-06-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

957.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2019-05-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

958.

979A

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1327A

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Quality: 45,732 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

1064.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,513 global accepts · Rating: 1100 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[055D's solution](#)

1065.

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[055D's solution](#)

1066.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[055D's solution](#)

1067.

188A

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

Quality: 848 global accepts · Rating: 1100 · first AC: 2020-02-10 · Roco (first AC) · Tags: *special

[055D's solution](#)

1068.

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 1100 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[055D's solution](#)

1069.

174A

[Problem About Equation](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 1100 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

1070.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[055D's solution](#)

1071.

169B

[Replacing Digits](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1100 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[055D's solution](#)

1072.

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

1073.

331C1

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[055D's solution](#)

1074.

53A

[Autocomplete](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1100 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1075.

136B

[Ternary Logic](#) · [Tutorial](#)

Quality: 5,329 global accepts · Rating: 1100 · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

1076.

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,860 global accepts · Rating: 1100 · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

1077.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1078.

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1079.

355B

[Vasya and Public Transport](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2020-01-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[055D's solution](#)

1080.

103A

[Testing Pants for Sadness](#) · [Tutorial](#)

Quality: 6,573 global accepts · Rating: 1100 · first AC: 2020-01-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[055D's solution](#)

1081.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2020-01-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1082.

402A

[Nuts](#) · [Tutorial](#)

Quality: 4,879 global accepts · Rating: 1100 · first AC: 2020-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[055D's solution](#)

1083.

197C

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

Rating: 1100 · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[055D's solution](#)

1084.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[055D's solution](#)

1085.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[055D's solution](#)

1086.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,026 global accepts · Rating: 1100 · first AC: 2020-01-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, shortest paths

[055D's solution](#)

1087.

405B

[Domino Effect](#) · [Tutorial](#)

Quality: 6,107 global accepts · Rating: 1100 · first AC: 2020-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[055D's solution](#)

1088.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1100 · first AC: 2020-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[055D's solution](#)

1089.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-16 · C++14 (GCC 6-32) (first AC) · Tags: math
[055D's solution](#)

1090.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search
[055D's solution](#)

1091.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,487 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[055D's solution](#)

1092.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[055D's solution](#)

1093.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

1094.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[055D's solution](#)

1095.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1100 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[055D's solution](#)

1096.

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[055D's solution](#)

1097.

858A

[k-rounding](#) · [Tutorial](#)

Quality: 8,996 global accepts · Rating: 1100 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[055D's solution](#)

1098.

505A

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

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[055D's solution](#)

1099.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

1100.

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[055D's solution](#)

1101.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1100 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[055D's solution](#)

1102.

596A

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

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[055D's solution](#)

1103.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[055D's solution](#)

1104.

754B

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

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

1105.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[055D's solution](#)

1106.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1100 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[055D's solution](#)

1107.

686B

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

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[055D's solution](#)

1108.

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[055D's solution](#)

1109.

731B

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

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[055D's solution](#)

1110.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2020-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[055D's solution](#)

1111.

495A

[Digital Counter](#) · [Tutorial](#)

Quality: 8,963 global accepts · Rating: 1100 · first AC: 2020-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1112.

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, sortings

[055D's solution](#)

1113.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[055D's solution](#)

1114.

66B

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

Quality: 23,108 global accepts · Rating: 1100 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

1115.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1116.

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[055D's solution](#)

1117.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

1118.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[055D's solution](#)

1119.

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,370 global accepts · Rating: 1100 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1120.

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

1121.

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,890 global accepts · Rating: 1100 · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

1122.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

1123.

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[055D's solution](#)

1124.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1100 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[055D's solution](#)

1125.

362B

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

Quality: 14,732 global accepts · Rating: 1100 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[055D's solution](#)

1126.

712B

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

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2019-12-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[055D's solution](#)

1127.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2019-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[055D's solution](#)

1128.

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[055D's solution](#)

1129.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[055D's solution](#)

1130.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[055D's solution](#)

1131.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,078 global accepts · Rating: 1100 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[055D's solution](#)

1132.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,984 global accepts · Rating: 1100 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

1133.

558A

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

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[055D's solution](#)

1134.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,002 global accepts · Rating: 1100 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings

[055D's solution](#)

1135.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[055D's solution](#)

1136.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,795 global accepts · Rating: 1100 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

1137.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[055D's solution](#)

1138.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,378 global accepts · Rating: 1100 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[055D's solution](#)

1139.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[055D's solution](#)

1140.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2019-12-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

1141.

785B

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

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2019-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[055D's solution](#)

1142.

877A

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

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2019-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[055D's solution](#)

1143.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,186 global accepts · Rating: 1100 · first AC: 2019-12-18 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[055D's solution](#)

1144.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1100 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

1145.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[055D's solution](#)

1146.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

1147.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,466 global accepts · Rating: 1100 · first AC: 2019-12-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings, strings

[055D's solution](#)

1148.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,646 global accepts · Rating: 1100 · first AC: 2019-12-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

1149.

300A

[Array](#) · [Tutorial](#)

Quality: 27,211 global accepts · Rating: 1100 · first AC: 2019-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[055D's solution](#)

1150.

682A

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

Quality: 23,993 global accepts · Rating: 1100 · first AC: 2019-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[055D's solution](#)

1151.

258A

[Little Elephant and Bits](#) · [Tutorial](#)

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[055D's solution](#)

1152.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1153.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1154.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[055D's solution](#)

1155.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,727 global accepts · Rating: 1100 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[055D's solution](#)

1156.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,066 global accepts · Rating: 1100 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[055D's solution](#)

1157.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,186 global accepts · Rating: 1100 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1158.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,779 global accepts · Rating: 1100 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[055D's solution](#)

1159.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,849 global accepts · Rating: 1100 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[055D's solution](#)

1160.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,500 global accepts · Rating: 1100 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[055D's solution](#)

1161.

519B

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

Quality: 43,709 global accepts · Rating: 1100 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[055D's solution](#)

1162.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[055D's solution](#)

1163.

1231C

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

Quality: 4,363 global accepts · Rating: 1100 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[055D's solution](#)

1164.

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,664 global accepts · Rating: 1100 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

1165.

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1166.

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[055D's solution](#)

1167.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[055D's solution](#)

1168.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1169.

120B

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1170.

120C

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1171.

90B

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1172.

68A

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1173.

192B

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1174.

218A

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1175.

366A

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1176.

245B

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1177.

289A

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1178.

667B

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1179.

25B

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1180.

381B

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1181.

242A

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1182.

110B

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1183.

955A

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1184.

1033B

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1185.

884B

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1186.

667A

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[055D's solution](#)

1187.

845A

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1188.

797A

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1189.

1121A

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[055D's solution](#)

1190.

1202A

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1191.

765B

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1192.

382A

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1193.

544A

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[055D's solution](#)

1194.

355A

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[055D's solution](#)

1195.

609B

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Quality: 10,090 global accepts · Rating: 1100 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[055D's solution](#)

1196.

801A

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1197.

792A

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1198.

984B

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Quality: 7,979 global accepts · Rating: 1100 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1199.

950B

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Quality: 7,999 global accepts · Rating: 1100 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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1200.

218B

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1201.

1060B

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1202.

834B

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1203.

365A

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1204.

1173B

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1205.

556B

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1206.

227B

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1207.

938B

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Quality: 9,303 global accepts · Rating: 1100 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

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1208.

1214B

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1209.

1132A

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1210.

242B

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1211.

789A

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1212.

259B

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1213.

285A

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1214.

1262A

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Rating: 1100 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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1215.

1099B

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1216.

1221B

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1217.

842B

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1218.

779B

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1219.

296A

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1220.

1166B

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1221.

1213B

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1222.

501B

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1223.

911A

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1224.

723B

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1225.

1038B

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Quality: 14,717 global accepts · Rating: 1100 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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1226.

1030B

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Quality: 13,230 global accepts · Rating: 1100 · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry

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1227.

835B

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Quality: 11,420 global accepts · Rating: 1100 · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[055D's solution](#)

1228.

1015C

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1229.

869B

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Quality: 15,555 global accepts · Rating: 1100 · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

1230.

714A

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Quality: 11,145 global accepts · Rating: 1100 · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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1231.

630C

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1232.

1066A

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1233.

224A

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1234.

1176B

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1235.

488A

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1236.

427B

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1237.

988B

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1238.

534A

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1239.

1157A

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Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1240.

733B

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1241.

483A

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1242.

535B

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1243.

675A

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Quality: 15,575 global accepts · Rating: 1100 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

1244.

527A

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Quality: 15,552 global accepts · Rating: 1100 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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1245.

1108B

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Quality: 25,193 global accepts · Rating: 1100 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[055D's solution](#)

1246.

919B

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Quality: 31,607 global accepts · Rating: 1100 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

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1247.

719A

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Quality: 16,392 global accepts · Rating: 1100 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1248.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 1100 · first AC: 2019-07-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[055D's solution](#)

1249.

1189B

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Quality: 15,307 global accepts · Rating: 1100 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

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1250.

368B

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Quality: 49,898 global accepts · Rating: 1100 · first AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

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1251.

706B

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Quality: 84,433 global accepts · Rating: 1100 · first AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation
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1252.

82A

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Quality: 32,234 global accepts · Rating: 1100 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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1253.

1146B

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Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[055D's solution](#)

1254.

1119A

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Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[055D's solution](#)

1255.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[055D's solution](#)

1256.

1105A

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Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[055D's solution](#)

1257.

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
[055D's solution](#)

1258.

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[055D's solution](#)

1259.

1339B

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[055D's solution](#)

1260.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[055D's solution](#)

1261.

1738B

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Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

math, sortings
[055D's solution](#)

1262.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,790 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[055D's solution](#)

1263.

1592B

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Quality: 17,161 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings
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1264.

1583B

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Quality: 13,251 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees
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1265.

1582C

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1266.

1635C

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Quality: 25,129 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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1267.

1581B

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Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math
[055D's solution](#)

1268.

1578E

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Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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1269.

1559C

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Quality: 22,809 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[055D's solution](#)

1270.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[055D's solution](#)

1271.

131B

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Quality: 7,550 global accepts · Rating: 1200 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[055D's solution](#)

1272.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[055D's solution](#)

1273.

765C

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Quality: 7,429 global accepts · Rating: 1200 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: math

[055D's solution](#)

1274.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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1275.

729B

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Quality: 8,703 global accepts · Rating: 1200 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[055D's solution](#)

1276.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,294 global accepts · Rating: 1200 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

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1277.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[055D's solution](#)

1278.

1530C

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1279.

1536B

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1280.

1546B

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Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

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1281.

1541B

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Quality: 38,478 global accepts · Rating: 1200 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

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1282.

1539C

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Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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1283.

1537C

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Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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1284.

1527B1

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Quality: 34,397 global accepts · Rating: 1200 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

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1285.

1520D

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1286.

1517B

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1287.

1514B

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Quality: 34,929 global accepts · Rating: 1200 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math

[055D's solution](#)

1288.

1512D

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Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[055D's solution](#)

1289.

1512C

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Quality: 21,708 global accepts · Rating: 1200 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[055D's solution](#)

1290.

1510K

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Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

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1291.

1504B

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[055D's solution](#)

1292.

1497C1

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1293.

1497B

[M-arrays](#) · [Tutorial](#)

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1294.

1495A

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1295.

811B

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1296.

920B

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Quality: 8,114 global accepts · Rating: 1200 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[055D's solution](#)

1297.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[055D's solution](#)

1298.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: math
[055D's solution](#)

1299.

989B

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Quality: 7,286 global accepts · Rating: 1200 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
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1300.

304A

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Quality: 12,039 global accepts · Rating: 1200 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
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1301.

754A

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Quality: 9,375 global accepts · Rating: 1200 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[055D's solution](#)

1302.

1028B

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Quality: 10,241 global accepts · Rating: 1200 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[055D's solution](#)

1303.

560B

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Quality: 8,253 global accepts · Rating: 1200 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[055D's solution](#)

1304.

344B

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Quality: 9,591 global accepts · Rating: 1200 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math

[055D's solution](#)

1305.

385B

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Quality: 10,834 global accepts · Rating: 1200 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math, strings

[055D's solution](#)

1306.

262B

[Roma and Changing Signs](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1200 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[055D's solution](#)

1307.

749B

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Quality: 8,933 global accepts · Rating: 1200 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[055D's solution](#)

1308.

1023A

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Quality: 9,263 global accepts · Rating: 1200 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[055D's solution](#)

1309.

1099C

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Quality: 10,424 global accepts · Rating: 1200 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[055D's solution](#)

1310.

908B

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Quality: 7,902 global accepts · Rating: 1200 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[055D's solution](#)

1311.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[055D's solution](#)

1312.

1490D

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Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[055D's solution](#)

1313.

1487B

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Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[055D's solution](#)

1314.

1485B

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Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[055D's solution](#)

1315.

914B

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Quality: 9,061 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[055D's solution](#)

1316.

637B

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[055D's solution](#)

1317.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,418 global accepts · Rating: 1200 · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[055D's solution](#)

1318.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1200 · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[055D's solution](#)

1319.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[055D's solution](#)

1320.

1472D

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Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings

[055D's solution](#)

1321.

342A

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Quality: 13,874 global accepts · Rating: 1200 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[055D's solution](#)

1322.

902B

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Quality: 11,948 global accepts · Rating: 1200 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, greedy

[055D's solution](#)

1323.

842A

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Quality: 11,231 global accepts · Rating: 1200 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, two pointers

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1324.

482A

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Quality: 10,258 global accepts · Rating: 1200 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[055D's solution](#)

1325.

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,475 global accepts · Rating: 1200 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[055D's solution](#)

1326.

625B

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Quality: 11,451 global accepts · Rating: 1200 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[055D's solution](#)

1327.

463A

[Caixa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[055D's solution](#)

1328.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[055D's solution](#)

1329.

1100C

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Quality: 10,930 global accepts · Rating: 1200 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math
[055D's solution](#)

1330.

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,346 global accepts · Rating: 1200 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[055D's solution](#)

1331.

264A

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Quality: 11,814 global accepts · Rating: 1200 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers
[055D's solution](#)

1332.

879B

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Quality: 14,405 global accepts · Rating: 1200 · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[055D's solution](#)

1333.

1118B

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[055D's solution](#)

1334.

1455B

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1335.

1454C

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Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
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1336.

1437B

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[055D's solution](#)

1337.

1433D

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Quality: 30,576 global accepts · Rating: 1200 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar
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1338.

1428B

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Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation
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1339.

787A

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Quality: 12,184 global accepts · Rating: 1200 · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
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1340.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,809 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
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1341.

961B

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[055D's solution](#)

1342.

285B

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[055D's solution](#)

1343.

522A

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Quality: 18,827 global accepts · Rating: 1200 · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: *special, dfs and similar, dp, graphs, trees
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1344.

27A

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Quality: 23,005 global accepts · Rating: 1200 · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
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1345.

1149A

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Quality: 17,894 global accepts · Rating: 1200 · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[055D's solution](#)

1346.

1104B

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Quality: 16,846 global accepts · Rating: 1200 · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

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1347.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,110 global accepts · Rating: 1200 · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: sortings, two pointers

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1348.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[055D's solution](#)

1349.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[055D's solution](#)

1350.

1419B

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Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[055D's solution](#)

1351.

1409C

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Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[055D's solution](#)

1352.

1406B

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Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[055D's solution](#)

1353.

217A

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Quality: 24,332 global accepts · Rating: 1200 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[055D's solution](#)

1354.

1384A

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Quality: 19,611 global accepts · Rating: 1200 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[055D's solution](#)

1355.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[055D's solution](#)

1356.

1399C

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

Quality: 32,650 global accepts · Rating: 1200 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, two pointers

[055D's solution](#)

1357.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[055D's solution](#)

1358.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[055D's solution](#)

1359.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-18 · last AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[055D's solution](#)

1360.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[055D's solution](#)

1361.

1371B

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Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[055D's solution](#)

1362.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[055D's solution](#)

1363.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[055D's solution](#)

1364.

1355A

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Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[055D's solution](#)

1365.

1352B

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Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[055D's solution](#)

1366.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[055D's solution](#)

1367.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,762 global accepts · Rating: 1200 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[055D's solution](#)

1368.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[055D's solution](#)

1369.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, two pointers
[055D's solution](#)

1370.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: games, math
[055D's solution](#)

1371.

812A

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

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[055D's solution](#)

1372.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[055D's solution](#)

1373.

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: dsu, greedy, implementation
[055D's solution](#)

1374.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[055D's solution](#)

1375.

1027B

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Quality: 8,744 global accepts · Rating: 1200 · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[055D's solution](#)

1376.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,370 global accepts · Rating: 1200 · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[055D's solution](#)

1377.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[055D's solution](#)

1378.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[055D's solution](#)

1379.

1343C

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

Quality: 44,066 global accepts · Rating: 1200 · first AC: 2020-04-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[055D's solution](#)

1380.

1200B

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Quality: 14,661 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[055D's solution](#)

1381.

1006C

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Quality: 25,361 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

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1382.

1334A

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Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[055D's solution](#)

1383.

1328C

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Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[055D's solution](#)

1384.

1327B

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

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[055D's solution](#)

1385.

1305B

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

[055D's solution](#)

1386.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[055D's solution](#)

1387.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, sortings

[055D's solution](#)

1388.

1206C

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Rating: 1200 · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[055D's solution](#)

1389.

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1390.

285C

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

Quality: 26,331 global accepts · Rating: 1200 · first AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[055D's solution](#)

1391.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 1200 · first AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

1392.

546B

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

Quality: 18,608 global accepts · Rating: 1200 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[055D's solution](#)

1393.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1394.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,532 global accepts · Rating: 1200 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[055D's solution](#)

1395.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,735 global accepts · Rating: 1200 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[055D's solution](#)

1396.

683A

[The Check of the Point](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 1200 · first AC: 2020-02-10 · Kotlin 1.4 (first AC) · Tags: *special, geometry

[055D's solution](#)

1397.

177D1

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 1200 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[055D's solution](#)

1398.

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[055D's solution](#)

1399.

413A

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Quality: 2,967 global accepts · Rating: 1200 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1400.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1200 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[055D's solution](#)

1401.

774C

[Maximum Number](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1200 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms, greedy, implementation

[055D's solution](#)

1402.

88A

[Chord](#) · [Tutorial](#)

Quality: 4,089 global accepts · Rating: 1200 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

1403.

186B

[Growing Mushrooms](#) · [Tutorial](#)

Quality: 6,178 global accepts · Rating: 1200 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[055D's solution](#)

1404.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[055D's solution](#)

1405.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[055D's solution](#)

1406.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[055D's solution](#)

1407.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms

[055D's solution](#)

1408.

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1409.

80B

[Depression](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 1200 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[055D's solution](#)

1410.

234A

[Lefthanders and Righthanders](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1200 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1411.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[055D's solution](#)

1412.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[055D's solution](#)

1413.

632A

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

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[055D's solution](#)

1414.

143B

[Help Kingdom of Far Far Away 2](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1200 · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[055D's solution](#)

1415.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,952 global accepts · Rating: 1200 · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[055D's solution](#)

1416.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

1417.

255B

[Code Parsing](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1200 · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1418.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,078 global accepts · Rating: 1200 · first AC: 2020-01-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1419.

401B

[Sereja and Contests](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2020-01-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[055D's solution](#)

1420.

302B

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

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2020-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[055D's solution](#)

1421.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2020-01-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[055D's solution](#)

1422.

803B

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

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[055D's solution](#)

1423.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[055D's solution](#)

1424.

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2020-01-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

1425.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,348 global accepts · Rating: 1200 · first AC: 2020-01-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[055D's solution](#)

1426.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2020-01-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[055D's solution](#)

1427.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2020-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[055D's solution](#)

1428.

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2020-01-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1429.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2020-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[055D's solution](#)

1430.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2020-01-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[055D's solution](#)

1431.

612B

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

Quality: 7,603 global accepts · Rating: 1200 · first AC: 2020-01-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[055D's solution](#)

1432.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2020-01-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

1433.

408B

[Garland](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1200 · first AC: 2020-01-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

1434.

1121B

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

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2020-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[055D's solution](#)

1435.

639A

[Bear and Displayed Friends](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

1436.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[055D's solution](#)

1437.

222A

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

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[055D's solution](#)

1438.

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[055D's solution](#)

1439.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[055D's solution](#)

1440.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[055D's solution](#)

1441.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[055D's solution](#)

1442.

1084B

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

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[055D's solution](#)

1443.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[055D's solution](#)

1444.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[055D's solution](#)

1445.

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1446.

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[055D's solution](#)

1447.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

1448.

828A

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

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1449.

870B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Quality: 10,639 global accepts · Rating: 1200 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[055D's solution](#)

1450.

740B

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Quality: 8,871 global accepts · Rating: 1200 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[055D's solution](#)

1451.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1452.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,977 global accepts · Rating: 1200 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[055D's solution](#)

1453.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,029 global accepts · Rating: 1200 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[055D's solution](#)

1454.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[055D's solution](#)

1455.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[055D's solution](#)

1456.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[055D's solution](#)

1457.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1458.

1064B

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Quality: 7,937 global accepts · Rating: 1200 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

1459.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

1460.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[055D's solution](#)

1461.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[055D's solution](#)

1462.

1000A

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

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[055D's solution](#)

1463.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[055D's solution](#)

1464.

1051A

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

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[055D's solution](#)

1465.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[055D's solution](#)

1466.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[055D's solution](#)

1467.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,238 global accepts · Rating: 1200 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1468.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[055D's solution](#)

1469.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[055D's solution](#)

1470.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[055D's solution](#)

1471.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[055D's solution](#)

1472.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[055D's solution](#)

1473.

709C

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

Quality: 1200 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[055D's solution](#)

1474.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,635 global accepts · Rating: 1200 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[055D's solution](#)

1475.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1200 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[055D's solution](#)

1476.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[055D's solution](#)

1477.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[055D's solution](#)

1478.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[055D's solution](#)

1479.

574A

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

Quality: 9,523 global accepts · Rating: 1200 · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[055D's solution](#)

1480.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,259 global accepts · Rating: 1200 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[055D's solution](#)

1481.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers

[055D's solution](#)

1482.

1076B

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Quality: 14,586 global accepts · Rating: 1200 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

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1483.

1017B

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Quality: 9,623 global accepts · Rating: 1200 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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1484.

1155B

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Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
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1485.

583B

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Quality: 8,989 global accepts · Rating: 1200 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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1486.

682B

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Quality: 12,747 global accepts · Rating: 1200 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: sortings
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1487.

875A

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Quality: 10,258 global accepts · Rating: 1200 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
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1488.

1076A

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Quality: 14,102 global accepts · Rating: 1200 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
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1489.

1245B

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Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
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1490.

999C

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1491.

1006B

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1492.

239A

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1493.

1131C

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1494.

1102C

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Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: games
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1495.

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[055D's solution](#)

1496.

651B

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Quality: 12,224 global accepts · Rating: 1200 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[055D's solution](#)

1497.

1174B

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Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[055D's solution](#)

1498.

776B

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Quality: 25,726 global accepts · Rating: 1200 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[055D's solution](#)

1499.

779C

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Quality: 12,774 global accepts · Rating: 1200 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[055D's solution](#)

1500.

714B

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

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[055D's solution](#)

1501.

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2019-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[055D's solution](#)

1502.

701B

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Quality: 12,541 global accepts · Rating: 1200 · first AC: 2019-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[055D's solution](#)

1503.

1257C

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Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[055D's solution](#)

1504.

743B

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Quality: 16,048 global accepts · Rating: 1200 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[055D's solution](#)

1505.

1185B

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Quality: 14,221 global accepts · Rating: 1200 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[055D's solution](#)

1506.

1272C

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Quality: 30,739 global accepts · Rating: 1200 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation
[055D's solution](#)

1507.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1200 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory
[055D's solution](#)

1508.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[055D's solution](#)

1509.

1029B

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Quality: 18,464 global accepts · Rating: 1200 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[055D's solution](#)

1510.

913B

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Quality: 19,462 global accepts · Rating: 1200 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[055D's solution](#)

1511.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,673 global accepts · Rating: 1200 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[055D's solution](#)

1512.

1203B

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Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[055D's solution](#)

1513.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[055D's solution](#)

1514.

1196B

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Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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1515.

439B

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

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2019-12-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[055D's solution](#)

1516.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2019-12-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[055D's solution](#)

1517.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-12-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

1518.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[055D's solution](#)

1519.

433B

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Quality: 53,861 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[055D's solution](#)

1520.

461A

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Quality: 16,433 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[055D's solution](#)

1521.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[055D's solution](#)

1522.

445A

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Quality: 33,665 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[055D's solution](#)

1523.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,313 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[055D's solution](#)

1524.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,900 global accepts · Rating: 1200 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[055D's solution](#)

1525.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,019 global accepts · Rating: 1200 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1526.

492B

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

Quality: 90,183 global accepts · Rating: 1200 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings

[055D's solution](#)

1527.

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[055D's solution](#)

1528.

1191B

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Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

1529.

1153B

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

[055D's solution](#)

1530.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[055D's solution](#)

1531.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[055D's solution](#)

1532.

1097B

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

Quality: 35,948 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[055D's solution](#)

1533.

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

[055D's solution](#)

1534.

1075B

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Quality: 4,527 global accepts · Rating: 1200 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[055D's solution](#)

1535.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[055D's solution](#)

1536.

1775B

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

Quality: 20,735 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[055D's solution](#)

1537.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[055D's solution](#)

1538.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[055D's solution](#)

1539.

1733C

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

Quality: 17,098 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[055D's solution](#)

1540.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1300 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs

[055D's solution](#)

1541.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[055D's solution](#)

1542.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math

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1543.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[055D's solution](#)

1544.

1561C

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Quality: 21,414 global accepts · Rating: 1300 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[055D's solution](#)

1545.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[055D's solution](#)

1546.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[055D's solution](#)

1547.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[055D's solution](#)

1548.

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[055D's solution](#)

1549.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[055D's solution](#)

1550.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, sortings

[055D's solution](#)

1551.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,720 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[055D's solution](#)

1552.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[055D's solution](#)

1553.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,834 global accepts · Rating: 1300 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[055D's solution](#)

1554.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[055D's solution](#)

1555.

761B

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

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[055D's solution](#)

1556.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[055D's solution](#)

1557.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[055D's solution](#)

1558.

1311C

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Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[055D's solution](#)

1559.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[055D's solution](#)

1560.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 1300 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[055D's solution](#)

1561.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,044 global accepts · Rating: 1300 · first AC: 2020-03-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[055D's solution](#)

1562.

1326C

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

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

[055D's solution](#)

1563.

1322A

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

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

[055D's solution](#)

1564.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[055D's solution](#)

1565.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1300 · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[055D's solution](#)

1566.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,253 global accepts · Rating: 1300 · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

1567.

600B

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

Quality: 39,161 global accepts · Rating: 1300 · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[055D's solution](#)

1568.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,877 global accepts · Rating: 1300 · first AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[055D's solution](#)

1569.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[055D's solution](#)

1570.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[055D's solution](#)

1571.

508B

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

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[055D's solution](#)

1572.

519C

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

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[055D's solution](#)

1573.

476B

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

Quality: 37,019 global accepts · Rating: 1300 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[055D's solution](#)

1574.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,866 global accepts · Rating: 1300 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[055D's solution](#)

1575.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,260 global accepts · Rating: 1300 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[055D's solution](#)

1576.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,488 global accepts · Rating: 1300 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, sortings

[055D's solution](#)

1577.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,820 global accepts · Rating: 1300 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory

[055D's solution](#)

1578.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,876 global accepts · Rating: 1300 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[055D's solution](#)

1579.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,874 global accepts · Rating: 1300 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[055D's solution](#)

1580.

39B

[Company Income Growth](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1300 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[055D's solution](#)

1581.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[055D's solution](#)

1582.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[055D's solution](#)

1583.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,827 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[055D's solution](#)

1584.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

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1585.

1271B

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Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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1586.

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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1587.

1260B

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Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

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1588.

1225B2

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1589.

1187B

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

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1590.

1159B

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Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

1591.

1119B

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

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1592.

1101B

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

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1593.

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

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1594.

1062A

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1595.

1055B

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1596.

1740C

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[055D's solution](#)

1597.

1733D1

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Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[055D's solution](#)

1598.

1719C

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Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

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1599.

1706C

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Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[055D's solution](#)

1600.

1701C

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Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[055D's solution](#)

1601.

1696C

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Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[055D's solution](#)

1602.

1654C

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Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[055D's solution](#)

1603.

1573B

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Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

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1604.

1559D1

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Quality: 16,028 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

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1605.

1551B2

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Quality: 16,663 global accepts · Rating: 1400 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[055D's solution](#)

1606.

1548A

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Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[055D's solution](#)

1607.

1540A

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Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[055D's solution](#)

1608.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[055D's solution](#)

1609.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[055D's solution](#)

1610.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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1611.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[055D's solution](#)

1612.

1427B

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Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[055D's solution](#)

1613.

1408B

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1614.

1370C

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Quality: 27,141 global accepts · Rating: 1400 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[055D's solution](#)

1615.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[055D's solution](#)

1616.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[055D's solution](#)

1617.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[055D's solution](#)

1618.

1375C

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Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[055D's solution](#)

1619.

1350B

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Quality: 29,455 global accepts · Rating: 1400 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[055D's solution](#)

1620.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: math

[055D's solution](#)

1621.

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[055D's solution](#)

1622.

1332B

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Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[055D's solution](#)

1623.

1316B

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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

[055D's solution](#)

1624.

1320A

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[055D's solution](#)

1625.

1285C

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Quality: 28,136 global accepts · Rating: 1400 · first AC: 2020-01-10 · last AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[055D's solution](#)

1626.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[055D's solution](#)

1627.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[055D's solution](#)

1628.

1277C

[As Simple as One and Two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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1629.

316A2

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Quality: 2,295 global accepts · Rating: 1400 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: math

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1630.

1191C

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Rating: 1400 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[055D's solution](#)

1631.

1189C

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Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[055D's solution](#)

1632.

1162B

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Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

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1633.

1156A

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1634.

1097C

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[055D's solution](#)

1635.

1091C

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

[055D's solution](#)

1636.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · last AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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1637.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[055D's solution](#)

1638.

1737C

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Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[055D's solution](#)

1639.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[055D's solution](#)

1640.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[055D's solution](#)

1641.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[055D's solution](#)

1642.

1616C

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Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[055D's solution](#)

1643.

1575J

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Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[055D's solution](#)

1644.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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1645.

1552B

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1646.

1553D

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Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

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1647.

1538F

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1648.

1545A

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Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

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1649.

1515D

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Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[055D's solution](#)

1650.

1482B

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Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[055D's solution](#)

1651.

1484B

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Rating: 1500 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[055D's solution](#)

1652.

1487D

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Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[055D's solution](#)

1653.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[055D's solution](#)

1654.

1466D

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Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[055D's solution](#)

1655.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[055D's solution](#)

1656.

1444A

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Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[055D's solution](#)

1657.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[055D's solution](#)

1658.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[055D's solution](#)

1659.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[055D's solution](#)

1660.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[055D's solution](#)

1661.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[055D's solution](#)

1662.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[055D's solution](#)

1663.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
[055D's solution](#)

1664.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers
[055D's solution](#)

1665.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[055D's solution](#)

1666.

1379B

[Dubious Cyrypto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory
[055D's solution](#)

1667.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[055D's solution](#)

1668.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings
[055D's solution](#)

1669.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings
[055D's solution](#)

1670.

1325C

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

Quality: 17,156 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[055D's solution](#)

1671.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation
[055D's solution](#)

1672.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy
[055D's solution](#)

1673.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings
[055D's solution](#)

1674.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
[055D's solution](#)

1675.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[055D's solution](#)

1676.

177D2

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Quality: 2,680 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[055D's solution](#)

1677.

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
[055D's solution](#)

1678.

1159C

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

Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[055D's solution](#)

1679.

1162C

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation
[055D's solution](#)

1680.

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
[055D's solution](#)

1681.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[055D's solution](#)

1682.

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

[055D's solution](#)

1683.

1101C

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

Quality: 12,032 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[055D's solution](#)

1684.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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1685.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

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1686.

1779C

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Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

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1687.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

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1688.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[055D's solution](#)

1689.

1698D

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Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[055D's solution](#)

1690.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[055D's solution](#)

1691.

1610C

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Quality: 15,621 global accepts · Rating: 1600 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

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1692.

1566D2

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

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

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1693.

1530D

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Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[055D's solution](#)

1694.

1539D

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Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[055D's solution](#)

1695.

1537E1

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

Quality: 16,312 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[055D's solution](#)

1696.

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

[055D's solution](#)

1697.

1528A

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Quality: 18,987 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[055D's solution](#)

1698.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[055D's solution](#)

1699.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[055D's solution](#)

1700.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[055D's solution](#)

1701.

1497C2

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Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[055D's solution](#)

1702.

1469C

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Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[055D's solution](#)

1703.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,347 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[055D's solution](#)

1704.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[055D's solution](#)

1705.

1344A

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Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, sortings

[055D's solution](#)

1706.

1336A

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

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

[055D's solution](#)

1707.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[055D's solution](#)

1708.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[055D's solution](#)

1709.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[055D's solution](#)

1710.

1305C

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

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

[055D's solution](#)

1711.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[055D's solution](#)

1712.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[055D's solution](#)

1713.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[055D's solution](#)

1714.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[055D's solution](#)

1715.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[055D's solution](#)

1716.

1262D1

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

Rating: 1600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[055D's solution](#)

1717.

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[055D's solution](#)

1718.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: trees

[055D's solution](#)

1719.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

[055D's solution](#)

1720.

1087C

[Connect Three](#) · [Tutorial](#)

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

[055D's solution](#)

1721.

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

[055D's solution](#)

1722.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[055D's solution](#)

1723.

1779D

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

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

[055D's solution](#)

1724.

1770C

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

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

[055D's solution](#)

1725.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[055D's solution](#)

1726.

1699C

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

Quality: 10,722 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[055D's solution](#)

1727.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[055D's solution](#)

1728.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[055D's solution](#)

1729.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[055D's solution](#)

1730.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

[055D's solution](#)

1731.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[055D's solution](#)

1732.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[055D's solution](#)

1733.

1543D1

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

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[055D's solution](#)

1734.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[055D's solution](#)

1735.

1528B

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

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[055D's solution](#)

1736.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[055D's solution](#)

1737.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[055D's solution](#)

1738.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[055D's solution](#)

1739.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[055D's solution](#)

1740.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[055D's solution](#)

1741.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[055D's solution](#)

1742.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[055D's solution](#)

1743.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[055D's solution](#)

1744.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, math

[055D's solution](#)

1745.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[055D's solution](#)

1746.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math

[055D's solution](#)

1747.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[055D's solution](#)

1748.

1400B

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Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

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1749.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[055D's solution](#)

1750.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[055D's solution](#)

1751.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[055D's solution](#)

1752.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[055D's solution](#)

1753.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy

[055D's solution](#)

1754.

1336B

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

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

[055D's solution](#)

1755.

1333C

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

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[055D's solution](#)

1756.

1329B

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

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

[055D's solution](#)

1757.

1332D

[Walk on Matrix](#) · [Tutorial](#)

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

[055D's solution](#)

1758.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[055D's solution](#)

1759.

1320B

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

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

[055D's solution](#)

1760.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[055D's solution](#)

1761.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[055D's solution](#)

1762.

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[055D's solution](#)

1763.

1111B

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

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[055D's solution](#)

1764.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[055D's solution](#)

1765.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[055D's solution](#)

1766.

1262C

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[055D's solution](#)

1767.

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
[055D's solution](#)

1768.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive
[055D's solution](#)

1769.

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
[055D's solution](#)

1770.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math
[055D's solution](#)

1771.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[055D's solution](#)

1772.

1087D

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

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[055D's solution](#)

1773.

1075C

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

Rating: 1700 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: two pointers
[055D's solution](#)

1774.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[055D's solution](#)

1775.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · last AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[055D's solution](#)

1776.

1780D

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

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[055D's solution](#)

1777.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[055D's solution](#)

1778.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[055D's solution](#)

1779.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[055D's solution](#)

1780.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[055D's solution](#)

1781.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp

[055D's solution](#)

1782.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[055D's solution](#)

1783.

1556D

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1784.

1548B

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1785.

1554D

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1786.

1554C

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1787.

1552D

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1788.

1552C

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1789.

1500A

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1790.

1491D

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1791.

1466E

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1792.

1450D

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1793.

1446B

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1794.

1442B

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1795.

1442A

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1796.

1396B

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1797.

1420D

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1798.

1401D

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Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

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1799.

1381B

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[055D's solution](#)

1800.

1334D

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Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[055D's solution](#)

1801.

1329A

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

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

[055D's solution](#)

1802.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[055D's solution](#)

1803.

1326D2

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suffix structures, strings

[055D's solution](#)

1804.

1316C

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Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, ternary search

[055D's solution](#)

1805.

1304D

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[055D's solution](#)

1806.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[055D's solution](#)

1807.

1291D

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Rating: 1800 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[055D's solution](#)

1808.

1281D

[Beingawesomeism](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-12-15 · last AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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1809.

1073C

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[055D's solution](#)

1810.

1262D2

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Rating: 1800 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[055D's solution](#)

1811.

1191D

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

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1812.

1187C

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1813.

1186C

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1814.

1148D

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[055D's solution](#)

1815.

1156B

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Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[055D's solution](#)

1816.

1119D

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1817.

1062D

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Quality: 4,170 global accepts · Rating: 1800 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

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1818.

1799D1

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1819.

1746D

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1820.

1738D

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Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

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1821.

1718A2

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

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[055D's solution](#)

1822.

1704D

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1823.

1707B

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1824.

1701D

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[055D's solution](#)

1825.

1696D

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Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

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1826.

1558B

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1827.

1162D

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Rating: 1900 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: number theory, strings

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1828.

1545B

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1829.

1543C

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1830.

1482D

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1831.

1483B

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1832.

1495B

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Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

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1833.

1479B1

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Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[055D's solution](#)

1834.

1467C

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Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[055D's solution](#)

1835.

1470B

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Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

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1836.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

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1837.

1439A2

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1838.

448C

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Quality: 10,791 global accepts · Rating: 1900 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy

[055D's solution](#)

1839.

1444B

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Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[055D's solution](#)

1840.

1434A

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Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

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1841.

1428D

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1842.

1384B1

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1843.

1404B

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1844.

1400D

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1845.

1383B

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1846.

1375D

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1847.

1305D

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

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1848.

1313C2

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Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[055D's solution](#)

1849.

1307D

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Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

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1850.

1260D

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1851.

1285D

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[055D's solution](#)

1852.

1105D

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Quality: 4,423 global accepts · Rating: 1900 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

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1853.

1075D

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Rating: 1900 · first AC: 2020-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, trees

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1854.

1270D

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Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

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1855.

1119E

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Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

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1856.

1153D

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Quality: 5,540 global accepts · Rating: 1900 · first AC: 2019-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[055D's solution](#)

1857.

1277E

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Rating: 1900 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

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1858.

1277D

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Quality: 3,276 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, math

[055D's solution](#)

1859.

1117C

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Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[055D's solution](#)

1860.

1147B

[Chladni Figure](#) · [Tutorial](#)

Quality: 3,110 global accepts · Rating: 1900 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[055D's solution](#)

1861.

1055C

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

[055D's solution](#)

1862.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[055D's solution](#)

1863.

1770D

[Koxia and Game](#) · [Tutorial](#)

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

[055D's solution](#)

1864.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

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1865.

1718B

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Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[055D's solution](#)

1866.

1696E

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Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[055D's solution](#)

1867.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[055D's solution](#)

1868.

1616D

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Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

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1869.

1610D

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Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[055D's solution](#)

1870.

1566E

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1871.

1561E

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[055D's solution](#)

1872.

1558C

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Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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1873.

1493C

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Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[055D's solution](#)

1874.

1487E

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Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

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1875.

1451E1

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1876.

1416C

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Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

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1877.

1320C

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[055D's solution](#)

1878.

1427C

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1879.

1427D

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[055D's solution](#)

1880.

1408D

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1881.

1416B

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1882.

1379C

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1883.

1380D

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1191F

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1199E

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1886.

1349C

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1887.

1349B

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1888.

1344B

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1889.

1316D

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1101D

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1891.

1304E

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1162E

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1893.

1281E

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1894.

1156C

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1895.

1080D

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1896.

1710B

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1897.

1654D

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1898.

1621D

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1899.

1575L

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1900.

1553E

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1901.

1530E

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1902.

1483C

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Rating: 2100 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[055D's solution](#)

1903.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[055D's solution](#)

1904.

1510G

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1905.

1493D

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[055D's solution](#)

1906.

1479B2

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Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[055D's solution](#)

1907.

1466F

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Quality: 3,060 global accepts · Rating: 2100 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[055D's solution](#)

1908.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

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1909.

1450C1

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1910.

1446C

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[055D's solution](#)

1911.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[055D's solution](#)

1912.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[055D's solution](#)

1913.

1420C2

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1914.

1419E

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Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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1915.

1392E

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[055D's solution](#)

1916.

1393D

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Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[055D's solution](#)

1917.

1271D

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[055D's solution](#)

1918.

1075E

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

Rating: 2100 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[055D's solution](#)

1919.

1159E

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

Rating: 2100 · first AC: 2020-06-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, math

[055D's solution](#)

1920.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, hashing, sortings

[055D's solution](#)

1921.

1333D

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

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[055D's solution](#)

1922.

1332E

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

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

[055D's solution](#)

1923.

1117D

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Quality: 5,215 global accepts · Rating: 2100 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[055D's solution](#)

1924.

1322B

[Present](#) · [Tutorial](#)

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

[055D's solution](#)**1925.**

1300E

[Water Balance](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[055D's solution](#)**1926.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[055D's solution](#)**1927.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2019-12-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[055D's solution](#)**1928.**

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math

[055D's solution](#)**1929.**

1146D

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Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory

[055D's solution](#)**1930.**

86D

[Powerful array](#) · [Tutorial](#)

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[055D's solution](#)**1931.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · last AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[055D's solution](#)**1932.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-03-07 · D (first AC) · Tags: data structures, dfs and similar, dp

[055D's solution](#)**1933.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[055D's solution](#)

1934.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[055D's solution](#)**1935.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[055D's solution](#)**1936.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[055D's solution](#)**1937.**

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[055D's solution](#)**1938.**

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[055D's solution](#)**1939.**

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[055D's solution](#)**1940.**

1562D2

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[055D's solution](#)**1941.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[055D's solution](#)**1942.**

1552F

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Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[055D's solution](#)**1943.**

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[055D's solution](#)

1944.

1537E2

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

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[055D's solution](#)

1945.

1537F

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Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[055D's solution](#)

1946.

1515E

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Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[055D's solution](#)

1947.

1503C

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[055D's solution](#)

1948.

1500B

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Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[055D's solution](#)

1949.

1485D

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Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[055D's solution](#)

1950.

1467D

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Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[055D's solution](#)

1951.

1470D

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Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[055D's solution](#)

1952.

1105E

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[055D's solution](#)

1953.

1262E

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Rating: 2200 · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[055D's solution](#)

1954.

1400E

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[055D's solution](#)

1955.

1140E

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[055D's solution](#)

1956.

1327D

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[055D's solution](#)

1957.

1389E

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Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[055D's solution](#)

1958.

1336C

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Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[055D's solution](#)

1959.

1428E

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Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[055D's solution](#)

1960.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[055D's solution](#)

1961.

1406D

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Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[055D's solution](#)

1962.

1117E

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Quality: 1,641 global accepts · Rating: 2200 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[055D's solution](#)

1963.

1333F

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

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[055D's solution](#)

1964.

1156E

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Quality: 4,032 global accepts · Rating: 2200 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[055D's solution](#)

1965.

1156D

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Quality: 4,667 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[055D's solution](#)

1966.

1334E

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Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[055D's solution](#)

1967.

1097D

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Quality: 3,172 global accepts · Rating: 2200 · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

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1968.

1305E

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Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[055D's solution](#)

1969.

1262F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[055D's solution](#)

1970.

1153E

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Quality: 1,756 global accepts · Rating: 2200 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, interactive

[055D's solution](#)

1971.

1159D

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Rating: 2200 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[055D's solution](#)

1972.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[055D's solution](#)

1973.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[055D's solution](#)

1974.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers
[055D's solution](#)

1975.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees
[055D's solution](#)

1976.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-07-04 · last AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[055D's solution](#)

1977.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers
[055D's solution](#)

1978.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings
[055D's solution](#)

1979.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures
[055D's solution](#)

1980.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math
[055D's solution](#)

1981.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
[055D's solution](#)

1982.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory
[055D's solution](#)

1983.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[055D's solution](#)

1984.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[055D's solution](#)

1985.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[055D's solution](#)

1986.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[055D's solution](#)

1987.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[055D's solution](#)

1988.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 2300 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[055D's solution](#)

1989.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[055D's solution](#)

1990.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, trees

[055D's solution](#)

1991.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures

[055D's solution](#)

1992.

1199F

[Rectangle Painting 1](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[055D's solution](#)

1993.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[055D's solution](#)

1994.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[055D's solution](#)

1995.

1450C2

[Erich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[055D's solution](#)

1996.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[055D's solution](#)

1997.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[055D's solution](#)

1998.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[055D's solution](#)

1999.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[055D's solution](#)

2000.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[055D's solution](#)

2001.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[055D's solution](#)

2002.

1277F

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

Rating: 2300 · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, greedy, math

[055D's solution](#)

2003.

1087E

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

Rating: 2300 · first AC: 2020-10-29 · last AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[055D's solution](#)

2004.

1191E

[Tokitsukaze and Duel](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy

[055D's solution](#)

2005.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[055D's solution](#)

2006.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[055D's solution](#)

2007.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[055D's solution](#)

2008.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[055D's solution](#)

2009.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: graphs, hashing, math, number theory

[055D's solution](#)

2010.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[055D's solution](#)

2011.

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[055D's solution](#)

2012.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[055D's solution](#)

2013.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[055D's solution](#)

2014.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[055D's solution](#)

2015.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[055D's solution](#)

2016.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: strings

[055D's solution](#)

2017.

1291E

[Prefix Enlightenment](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[055D's solution](#)

2018.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[055D's solution](#)

2019.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[055D's solution](#)

2020.

1485F

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

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[055D's solution](#)

2021.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[055D's solution](#)

2022.

1262F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[055D's solution](#)

2023.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[055D's solution](#)

2024.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[055D's solution](#)

2025.

1162F

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[055D's solution](#)

2026.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[055D's solution](#)

2027.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[055D's solution](#)

2028.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · last AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[055D's solution](#)

2029.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[055D's solution](#)

2030.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, two pointers

[055D's solution](#)

2031.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-24 · last AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[055D's solution](#)

2032.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[055D's solution](#)

2033.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[055D's solution](#)

2034.

1329C

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

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[055D's solution](#)

2035.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[055D's solution](#)

2036.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[055D's solution](#)

2037.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[055D's solution](#)

2038.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[055D's solution](#)

2039.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[055D's solution](#)

2040.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[055D's solution](#)

2041.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[055D's solution](#)

2042.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[055D's solution](#)

2043.

1189D2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation, trees

[055D's solution](#)

2044.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[055D's solution](#)

2045.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[055D's solution](#)

2046.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[055D's solution](#)

2047.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[055D's solution](#)

2048.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[055D's solution](#)

2049.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[055D's solution](#)

2050.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-11 · last AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[055D's solution](#)

2051.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, two pointers

[055D's solution](#)

2052.

1737F

[Ela and Prime GCD](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3300 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[055D's solution](#)

2053.

103990E

[Etched Emerald Orbs](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[055D's solution](#)

2054.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[055D's solution](#)

2055.

104681C2

[Reversort Engineering C2](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[055D's solution](#)

2056.

104681C1

[Reversort Engineering C1](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[055D's solution](#)

2057.

104681B3

[Moons and Umbrellas B3](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[055D's solution](#)

2058.

104681B2

[Moons and Umbrellas B2](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[055D's solution](#)

2059.

104681B1

[Moons and Umbrellas B1](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[055D's solution](#)

2060.

104681A1

[Reversort A1](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[055D's solution](#)

2061.

104688B3

[Prime Time B3](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[055D's solution](#)

2062.

104688B2

[Prime Time B2](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[055D's solution](#)

2063.

104688B1

[Prime Time B1](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[055D's solution](#)

2064.

104688A2

[Append Sort A2](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · PyPy 3-64 (first AC) · Tags: —
[055D's solution](#)

2065.

104688A1

[Append Sort A1](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · PyPy 3-64 (first AC) · Tags: —

[055D's solution](#)

2066.

104702C2

[Hidden Pancakes C2](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[055D's solution](#)

2067.

104702C1

[Hidden Pancakes C1](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[055D's solution](#)

2068.

104702B2

[Matrygons B2](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[055D's solution](#)

2069.

104702B1

[Matrygons B1](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[055D's solution](#)

2070.

104708B2

[Square Free B2](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[055D's solution](#)

2071.

104708B1

[Square Free B1](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[055D's solution](#)

2072.

104708A2

[Build a Pair A2](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[055D's solution](#)

2073.

104708A1

[Build a Pair A1](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[055D's solution](#)

2074.

104709A2

[Double or One Thing A2](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[055D's solution](#)

2075.

104709A1

[Double or One Thing A1](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[055D's solution](#)

2076.

104712A3

[Spiraling Into Control A3](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[055D's solution](#)

2077.

104712A2

[Spiraling Into Control A2](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[055D's solution](#)

2078.

104712A1

[Spiraling Into Control A1](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[055D's solution](#)

2079.

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · last AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2080.

104020K

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

Rating: — · first AC: 2023-02-18 · last AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2081.

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · last AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2082.

104020H

[House Numbering](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2083.

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2084.

104020D

[Dividing DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2085.

104020J

[Jagged Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2086.

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2087.

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2088.

104020F

[Failing Flagship](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2089.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · last AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2090.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · last AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2091.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · last AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2092.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · last AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2093.

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2094.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2095.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2096.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2097.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2098.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · last AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2099.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2100.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2101.

102428F

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

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2102.

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · last AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2103.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · last AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2104.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · last AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2105.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-29 · last AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2106.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-29 · last AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2107.

102500D

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

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2108.

102500J

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

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2109.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2110.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2111.

102500E

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

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2112.

102500F

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

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2113.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · last AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2114.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2115.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2116.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2117.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2118.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2119.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2120.

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2121.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2122.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2123.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2124.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · last AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2125.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · last AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2126.

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · PyPy 3 (first AC) · Tags: —

[055D's solution](#)

2127.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2128.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2129.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2130.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2131.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · last AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2132.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2133.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2134.

102501A

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

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2135.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2136.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2137.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2138.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2139.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2140.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · last AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2141.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-31 · last AC: 2022-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[055D's solution](#)

2142.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2143.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · last AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2144.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · last AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2145.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2146.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2147.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2148.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2149.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2150.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2151.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · last AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2152.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2153.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · last AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2154.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2155.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2156.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2157.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[055D's solution](#)

2158.

102007E

[Entirely Unsorted Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2159.

102007H

[Harry the Hamster](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2160.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · last AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2161.

103185F

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

Rating: — · first AC: 2022-04-09 · last AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2162.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-09 · last AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[055D's solution](#)

2163.

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-05-05 · last AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[055D's solution](#)

2164.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-05-05 · last AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[055D's solution](#)

2165.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-05-05 · last AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[055D's solution](#)

2166.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[055D's solution](#)

2167.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[055D's solution](#)

2168.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[055D's solution](#)

2169.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[055D's solution](#)

2170.

101991H

[Hawawshi Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2171.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2172.

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2173.

101991A

[Awesome Shawarma](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2174.

100625I

[Incognito](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2175.

100625F

[Flying Safely](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2176.

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2177.

100443F

[Odd and Even Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2178.

100783C

[Golf Bot](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2179.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2180.

100722G

[Prime Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2181.

100722F

[Printer Queue](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2182.

101408H

[Matchsticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2183.

100726I

[Simple Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2184.

101404E

[Rankings](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2185.

100729C

[Movie collection](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2186.

101398I

[Idol](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2187.

101485C

[Cleaning Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2188.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2189.

102058J

[Rising Sun](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2190.

102058F

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2191.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2192.

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2193.

103260J

[Increasing or Decreasing](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2194.

103627B

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2195.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2196.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2197.

103185B

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

Rating: — · first AC: 2022-04-09 · last AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2198.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · last AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2199.

103102I

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

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2200.

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · last AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2201.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · last AC: 2022-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2202.

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · last AC: 2022-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2203.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · last AC: 2022-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2204.

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · last AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2205.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · last AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2206.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · last AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2207.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · last AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2208.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · last AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2209.

103185A

[Almost Origami](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2210.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2211.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2212.

102391B

[Bigger Sokoban 40k](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2213.

102984G

[Solo Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2214.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · last AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2215.

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2216.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2217.

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2218.

101170E

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

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[055D's solution](#)

2219.

101572C

[Compass Card Sales](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2220.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2221.

101572D

[Distinctive Character](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2222.

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2223.

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[055D's solution](#)

2224.

103372A

[Histogram Sequence 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2225.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2226.

102984I

[Selecting Points and Segments](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[055D's solution](#)

2227.

103102C

[3-colorings](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2228.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2229.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[055D's solution](#)

2230.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2231.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[055D's solution](#)

2232.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[055D's solution](#)

2233.

103202F

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

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[055D's solution](#)

2234.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[055D's solution](#)

2235.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[055D's solution](#)

2236.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[055D's solution](#)

2237.

102785B

[Gremlins attack!](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · last AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[055D's solution](#)

2238.

102785G

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2239.

102785D

[We were trying to share an orange ...](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · Python 3 (first AC) · Tags: —

[055D's solution](#)

2240.

102785J

[R u really ready?](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[055D's solution](#)

2241.

102785C

[Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[055D's solution](#)

2242.

102785H

[A self-describing sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[055D's solution](#)

2243.

102785E

[Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[055D's solution](#)

2244.

102785A

[A lazy controller](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2245.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[055D's solution](#)

2246.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-31 · last AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[055D's solution](#)

2247.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-31 · last AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[055D's solution](#)

2248.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[055D's solution](#)

2249.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[055D's solution](#)

2250.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[055D's solution](#)

2251.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[055D's solution](#)

2252.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2253.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2254.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2255.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[055D's solution](#)

2256.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[055D's solution](#)

2257.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2258.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2259.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2260.

103049C

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

Rating: — · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[055D's solution](#)

2261.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2262.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2263.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2264.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2265.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2266.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2267.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2268.

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2269.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2270.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2271.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2272.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2273.

102556H

[Riana and Humongous Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2274.

102556I

[Riana and the Illuminous Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[055D's solution](#)

2275.

102556F

[Riana and Fiber Chatroom](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[055D's solution](#)

2276.

102556B

[Riana and the Blind Date](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[055D's solution](#)

2277.

102556G

[Riana and Gallant Guards](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[055D's solution](#)

2278.

102556C

[Riana and Commute](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[055D's solution](#)

2279.

102556D

[Riana and Distribution of Pie](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[055D's solution](#)

2280.

102556A

[A - Rank Riana and One Punch](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[055D's solution](#)

2281.

102556E

[Riana's Excruciating Enhancement Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[055D's solution](#)

2282.

101991J

[Journey to Jupiter](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2283.

101991F

[Flipping El-fetiera](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2284.

101991D

[Dull Chocolates](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2285.

101991B

[Baklava Tray](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2286.

101991L

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

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2287.

101991I

[Ice-cream Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2288.

101991C

[Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2289.

102007J

[Janitor Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2290.

102007K

[Kingpin Escape](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2291.

102007F

[Financial Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2292.

102007G

[Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2293.

102007B

[Birthday Boy](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2294.

102007C

[Cardboard Container](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2295.

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[055D's solution](#)

2296.

1331A

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Quality: 17,506 global accepts · Rating: — · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: *special

[055D's solution](#)

2297.

undefined102

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Rating: — · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: *special

[055D's solution](#)

2298.

undefined403

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

Rating: — · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: *special

[055D's solution](#)

2299.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-04 · Python 3 (first AC) · Tags: *special

[055D's solution](#)

2300.

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: *special

[055D's solution](#)

2301.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: *special

[055D's solution](#)

2302.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: *special

[055D's solution](#)