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# Unique solved — 10circle

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

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Filters: none

Count: 978

1.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,394 global accepts · Rating: 800 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)  
[10circle's solution](#)

2.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,171 global accepts · Rating: 800 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#), [math](#)  
[10circle's solution](#)

3.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,151 global accepts · Rating: 800 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [constructive algorithms](#)  
[10circle's solution](#)

4.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,293 global accepts · Rating: 800 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: [strings](#)  
[10circle's solution](#)

5.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [math](#)  
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6.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: [implementation](#), [math](#)  
[10circle's solution](#)

7.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,974 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#), [strings](#)  
[10circle's solution](#)

8.

1805A

[We Need the Zero](#) · [Tutorial](#)

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9.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,460 global accepts · Rating: 800 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: [implementation](#), [math](#)  
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10.

1821A

[Matching](#) · [Tutorial](#)

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**11.**

1776A

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**12.**

1768A

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Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
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**13.**

1777A

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**14.**

1775A1

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**15.**

1774A

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**16.**

1748A

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**17.**

1773F

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**18.**

1765B

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**19.**

1704A

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**20.**

1700A

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**21.**

1695A

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**22.**

1688B

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**23.**

1688A

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**24.**

1691A

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**25.**

1009A

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**26.**

1686B

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**27.**

1686A

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**28.**

1682A

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**29.**

1674B

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**30.**

1674A

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**31.**

1671A

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**32.**

1657B

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**33.**

1657A

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**34.**

1654B

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**35.**

1654A

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**36.**

1642A

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**37.**

1647A

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**38.**

1649A

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**39.**

1646B

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**40.**

1646A

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**41.**

1637A

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**42.**

1627A

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**43.**

1624A

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1623A

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**45.**

1602A

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**46.**

1586A

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**47.**

1574A

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**48.**

1566B

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**49.**

1566A

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**50.**

1567A

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**51.**

1562A

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**52.**

1556A

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**53.**

1557A

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**54.**

859A

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**55.**

884A

[Book Reading](#) · [Tutorial](#)

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**56.**

1547B

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**57.**

1547A

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**58.**

1550A

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**59.**

1546A

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**60.**

831B

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**61.**

851A

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**62.**

802G1

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**63.**

1542A

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**64.**

1539B

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**65.**

1537A

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**66.**

1538B

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**67.**

1538A

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**68.**

1535A

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**69.**

1526A

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**70.**

1527A

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**71.**

818A

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**72.**

811A

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**73.**

1520B

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**74.**

1520A

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**75.**

1515A

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**76.**

937A

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**77.**

837A

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**78.**

1519B

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**79.**

1519A

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**80.**

770A

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**81.**

780A

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**82.**

769A

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**83.**

764A

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**84.**

758A

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**85.**

755A

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**86.**

898A

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**87.**

1511A

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**88.**

1517A

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**89.**

749A

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**90.**

748A

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**91.**

734A

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**92.**

721A

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**93.**

716A

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**94.**

712A

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**95.**

711A

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**96.**

1516A

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**97.**

1514A

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**98.**

710A

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**99.**

707A

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**100.**

702A

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**101.**

688A

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**102.**

681A

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**103.**

680A

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**104.**

676A

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**105.**

672A

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[10circle's solution](#)

**106.**

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: math

[10circle's solution](#)

**107.**

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: math, number theory

[10circle's solution](#)

**108.**

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,109 global accepts · Rating: 800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: brute force, implementation

[10circle's solution](#)

**109.**

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: brute force, math

[10circle's solution](#)

**110.**

746A

[Compute](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: implementation, math

[10circle's solution](#)

**111.**

760A

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

Quality: 8,645 global accepts · Rating: 800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: implementation, math

[10circle's solution](#)

**112.**

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2021-04-15 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[10circle's solution](#)

**113.**

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2021-04-15 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[10circle's solution](#)

**114.**

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,242 global accepts · Rating: 800 · first AC: 2021-04-15 · GNU C++11 (first AC) · Tags: brute force, implementation

[10circle's solution](#)

**115.**

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,955 global accepts · Rating: 800 · first AC: 2021-04-15 · GNU C++11 (first AC) · Tags: geometry, implementation

[10circle's solution](#)

**116.**

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: math

[10circle's solution](#)

**117.**

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[10circle's solution](#)

**118.**

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 800 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[10circle's solution](#)

**119.**

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[10circle's solution](#)

**120.**

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 800 · first AC: 2021-03-31 · GNU C++11 (first AC) · Tags: brute force, math

[10circle's solution](#)

**121.**

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,436 global accepts · Rating: 800 · first AC: 2021-03-26 · last AC: 2021-03-27 · GNU C++11 (first AC) · Tags: math

[10circle's solution](#)

**122.**

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms

[10circle's solution](#)

**123.**

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,093 global accepts · Rating: 800 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, sortings

[10circle's solution](#)

**124.**

1413A

[Finding Sasuke](#) · [Tutorial](#)

Quality: 15,292 global accepts · Rating: 800 · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[10circle's solution](#)

**125.**

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,867 global accepts · Rating: 800 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: geometry, math

[10circle's solution](#)

**126.**

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,440 global accepts · Rating: 800 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: math

[10circle's solution](#)

**127.**

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: greedy, math

[10circle's solution](#)

**128.**

1445A

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

Quality: 20,363 global accepts · Rating: 800 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: greedy, sortings

[10circle's solution](#)

**129.**

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[10circle's solution](#)

**130.**

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 800 · first AC: 2021-02-07 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: games, greedy, strings

[10circle's solution](#)

**131.**

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: greedy, strings  
[10circle's solution](#)

**132.**

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: greedy, math  
[10circle's solution](#)

**133.**

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-02-11 · GNU C++11 (first AC) · Tags: greedy  
[10circle's solution](#)

**134.**

658A

[Bear and Reverse Radwoosh](#) · [Tutorial](#)

Quality: 7,697 global accepts · Rating: 800 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: implementation  
[10circle's solution](#)

**135.**

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,848 global accepts · Rating: 800 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation  
[10circle's solution](#)

**136.**

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · last AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[10circle's solution](#)

**137.**

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,175 global accepts · Rating: 800 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: dp, implementation, strings  
[10circle's solution](#)

**138.**

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: greedy, implementation  
[10circle's solution](#)

**139.**

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,279 global accepts · Rating: 800 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
[10circle's solution](#)

**140.**

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · last AC: 2021-01-27 · GNU C++11 (first AC) · Tags: math  
[10circle's solution](#)

**141.**

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**142.**

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,853 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**143.**

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[10circle's solution](#)

**144.**

551A

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

Quality: 17,860 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[10circle's solution](#)

**145.**

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,257 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**146.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,545 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: implementation, strings

[10circle's solution](#)

**147.**

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[10circle's solution](#)

**148.**

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,567 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**149.**

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,024 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[10circle's solution](#)

**150.**

486A

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

Quality: 154,159 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: implementation, math

[10circle's solution](#)

**151.**

472A

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

Quality: 70,776 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: math, number theory

[10circle's solution](#)

**152.**

469A

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

Quality: 121,207 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: greedy, implementation

[10circle's solution](#)

**153.**

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,283 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**154.**

454A

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

Quality: 16,120 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**155.**

421A

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

Quality: 6,885 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[10circle's solution](#)

**156.**

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**157.**

440A

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

Quality: 8,934 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**158.**

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,511 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[10circle's solution](#)

**159.**

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,952 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**160.**

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: \*special, implementation

[10circle's solution](#)

**161.**

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: implementation, math

[10circle's solution](#)

**162.**

386A

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

Quality: 7,735 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**163.**

384A

[Coder](#) · [Tutorial](#)

Quality: 17,219 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**164.**

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**165.**

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,162 global accepts · Rating: 800 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: math

[10circle's solution](#)

**166.**

620A

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

Quality: 14,348 global accepts · Rating: 800 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: implementation, math

[10circle's solution](#)

**167.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,345 global accepts · Rating: 800 · first AC: 2021-01-25 · last AC: 2021-01-25 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**168.**

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**169.**

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,820 global accepts · Rating: 800 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[10circle's solution](#)

**170.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,394 global accepts · Rating: 800 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings

[10circle's solution](#)

**171.**

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,442 global accepts · Rating: 800 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: brute force, implementation

[10circle's solution](#)

**172.**

306A

[Candies](#) · [Tutorial](#)

Quality: 8,175 global accepts · Rating: 800 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**173.**

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**174.**

294A

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

Quality: 28,398 global accepts · Rating: 800 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: implementation, math

[10circle's solution](#)

**175.**

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: \*special, implementation, sortings

[10circle's solution](#)

**176.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,333 global accepts · Rating: 800 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**177.**

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**178.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,759 global accepts · Rating: 800 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: brute force

[10circle's solution](#)

**179.**

266B

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

Quality: 166,098 global accepts · Rating: 800 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[10circle's solution](#)

**180.**

265A

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

Quality: 42,678 global accepts · Rating: 800 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**181.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,044 global accepts · Rating: 800 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**182.**

262A

[Roma and Lucky Numbers](#) · [Tutorial](#)

Quality: 22,451 global accepts · Rating: 800 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**183.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,847 global accepts · Rating: 800 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: dp, greedy, math

[10circle's solution](#)

**184.**

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,789 global accepts · Rating: 800 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: implementation, math

[10circle's solution](#)

**185.**

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,427 global accepts · Rating: 800 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**186.**

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,583 global accepts · Rating: 800 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**187.**

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,061 global accepts · Rating: 800 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**188.**

233A

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

Quality: 49,151 global accepts · Rating: 800 · first AC: 2020-11-25 · last AC: 2021-01-19 · GNU C++11 (first AC) · Tags: implementation, math

[10circle's solution](#)

**189.**

214A

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

Quality: 42,924 global accepts · Rating: 800 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: brute force

[10circle's solution](#)

**190.**

181A

[Series of Crimes](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 800 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[10circle's solution](#)

**191.**

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: \*special, brute force, implementation

[10circle's solution](#)

**192.**

169A

[Chores](#) · [Tutorial](#)

Quality: 8,183 global accepts · Rating: 800 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: sortings

[10circle's solution](#)

**193.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,512 global accepts · Rating: 800 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: \*special, implementation

[10circle's solution](#)

**194.**

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: brute force

[10circle's solution](#)

**195.**

155A

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

Quality: 93,671 global accepts · Rating: 800 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: brute force

[10circle's solution](#)

**196.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,406 global accepts · Rating: 800 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[10circle's solution](#)

**197.**

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,411 global accepts · Rating: 800 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

[10circle's solution](#)

**198.**

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 800 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**199.**

112A

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

Quality: 287,288 global accepts · Rating: 800 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: implementation, strings

[10circle's solution](#)

**200.**

92A

[Chips](#) · [Tutorial](#)

Quality: 21,531 global accepts · Rating: 800 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: implementation, math

[10circle's solution](#)

**201.**

99A

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

Quality: 7,726 global accepts · Rating: 800 · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: strings

[10circle's solution](#)

**202.**

80A

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

Quality: 66,316 global accepts · Rating: 800 · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: brute force

[10circle's solution](#)

**203.**

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,436 global accepts · Rating: 800 · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: implementation, strings

[10circle's solution](#)

**204.**

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,218 global accepts · Rating: 800 · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**205.**

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**206.**

47A

[Triangular numbers](#) · [Tutorial](#)

Quality: 18,172 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: brute force, math

[10circle's solution](#)

**207.**

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: brute force, implementation

[10circle's solution](#)

**208.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,473 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: implementation, strings

[10circle's solution](#)

**209.**

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,429 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**210.**

14A

[Letter](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**211.**

16A

[Flag](#) · [Tutorial](#)

Quality: 17,254 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**212.**

22A

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

Quality: 27,086 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: brute force

[10circle's solution](#)

**213.**

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: brute force

[10circle's solution](#)

**214.**

32B

[Borze](#) · [Tutorial](#)

Quality: 79,758 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: expression parsing, implementation

[10circle's solution](#)

**215.**

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,688 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**216.**

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[10circle's solution](#)

**217.**

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: games, math

[10circle's solution](#)

**218.**

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: geometry, greedy, math, number theory

[10circle's solution](#)

**219.**

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,202 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**220.**

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: greedy, implementation

[10circle's solution](#)

**221.**

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[10circle's solution](#)

**222.**

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[10circle's solution](#)

**223.**

1230A

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

Quality: 22,921 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: brute force, implementation

[10circle's solution](#)

**224.**

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: brute force, implementation

[10circle's solution](#)

**225.**

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,381 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: brute force, dp

[10circle's solution](#)

**226.**

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,420 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[10circle's solution](#)

**227.**

1283A

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

Quality: 61,302 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: math

[10circle's solution](#)

**228.**

731A

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

Quality: 53,211 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: implementation, strings

[10circle's solution](#)

**229.**

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,346 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: math

[10circle's solution](#)

**230.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,241 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**231.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,842 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[10circle's solution](#)

**232.**

268A

[Games](#) · [Tutorial](#)

Quality: 104,221 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: brute force

[10circle's solution](#)

**233.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,567 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**234.**

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · last AC: 2021-01-02 · GNU C++11 (first AC) · Tags: dp, greedy

[10circle's solution](#)

**235.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · last AC: 2021-01-02 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[10circle's solution](#)

**236.**

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms

[10circle's solution](#)

**237.**

735A

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

Quality: 13,141 global accepts · Rating: 800 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: implementation, strings

[10circle's solution](#)

**238.**

1451A

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

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · last AC: 2020-12-06 · GNU C++11 (first AC) · Tags: greedy, math

[10circle's solution](#)

**239.**

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,962 global accepts · Rating: 800 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: implementation, math

[10circle's solution](#)

**240.**

899A

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

Quality: 11,098 global accepts · Rating: 800 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[10circle's solution](#)

**241.**

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: implementation  
[10circle's solution](#)

**242.**

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: brute force, math  
[10circle's solution](#)

**243.**

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · last AC: 2020-11-14 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[10circle's solution](#)

**244.**

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,478 global accepts · Rating: 800 · first AC: 2020-10-18 · last AC: 2020-10-19 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math  
[10circle's solution](#)

**245.**

1409A

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

Quality: 80,430 global accepts · Rating: 800 · first AC: 2020-09-04 · last AC: 2020-09-05 · GNU C++11 (first AC) · Tags: greedy, math  
[10circle's solution](#)

**246.**

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,790 global accepts · Rating: 800 · first AC: 2020-08-14 · last AC: 2020-08-15 · GNU C++11 (first AC) · Tags: geometry, math  
[10circle's solution](#)

**247.**

1398B

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · last AC: 2020-08-15 · GNU C++11 (first AC) · Tags: games, greedy, sortings  
[10circle's solution](#)

**248.**

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,063 global accepts · Rating: 800 · first AC: 2020-08-09 · last AC: 2020-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[10circle's solution](#)

**249.**

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,784 global accepts · Rating: 800 · first AC: 2020-08-09 · last AC: 2020-08-13 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation  
[10circle's solution](#)

**250.**

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · last AC: 2020-08-08 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory  
[10circle's solution](#)

**251.**

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,879 global accepts · Rating: 800 · first AC: 2020-07-29 · last AC: 2020-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[10circle's solution](#)

**252.**

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · last AC: 2020-08-08 · GNU C++11 (first AC) · Tags: greedy, math

[10circle's solution](#)

**253.**

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: implementation, math

[10circle's solution](#)

**254.**

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,811 global accepts · Rating: 800 · first AC: 2020-08-05 · last AC: 2020-08-06 · GNU C++11 (first AC) · Tags: greedy

[10circle's solution](#)

**255.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,606 global accepts · Rating: 800 · first AC: 2020-08-05 · last AC: 2020-08-06 · GNU C++11 (first AC) · Tags: greedy, sortings

[10circle's solution](#)

**256.**

245A

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

Quality: 9,133 global accepts · Rating: 800 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**257.**

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**258.**

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[10circle's solution](#)

**259.**

1382A

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

Quality: 27,361 global accepts · Rating: 800 · first AC: 2020-07-21 · last AC: 2020-07-22 · GNU C++11 (first AC) · Tags: brute force

[10circle's solution](#)

**260.**

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,347 global accepts · Rating: 800 · first AC: 2020-07-17 · last AC: 2020-07-20 · GNU C++11 (first AC) · Tags: math

[10circle's solution](#)

**261.**

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,592 global accepts · Rating: 800 · first AC: 2020-07-17 · last AC: 2020-07-20 · GNU C++11 (first AC) · Tags: greedy

[10circle's solution](#)

**262.**

1108A

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

Quality: 23,354 global accepts · Rating: 800 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**263.**

1325B

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

Quality: 38,826 global accepts · Rating: 800 · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[10circle's solution](#)

**264.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: math

[10circle's solution](#)

**265.**

1191A

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

Quality: 18,982 global accepts · Rating: 800 · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: brute force

[10circle's solution](#)

**266.**

978B

[File Name](#) · [Tutorial](#)

Quality: 40,913 global accepts · Rating: 800 · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: greedy, strings

[10circle's solution](#)

**267.**

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,592 global accepts · Rating: 800 · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**268.**

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,681 global accepts · Rating: 800 · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: math, probabilities

[10circle's solution](#)

**269.**

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 800 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[10circle's solution](#)

**270.**

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,456 global accepts · Rating: 800 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[10circle's solution](#)

**271.**

378A

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

Quality: 25,936 global accepts · Rating: 800 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: brute force

[10circle's solution](#)

**272.**

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2020-06-29 · GNU C++11 (first AC) · Tags: sortings

[10circle's solution](#)

**273.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,434 global accepts · Rating: 800 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: implementation, math  
[10circle's solution](#)

**274.**

177A1

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

Quality: 11,501 global accepts · Rating: 800 · first AC: 2020-06-12 · GNU C++11 (first AC) · Tags: implementation  
[10circle's solution](#)

**275.**

177A2

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

Quality: 8,565 global accepts · Rating: 800 · first AC: 2020-06-12 · GNU C++11 (first AC) · Tags: implementation  
[10circle's solution](#)

**276.**

1030A

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

Quality: 171,478 global accepts · Rating: 800 · first AC: 2020-06-12 · GNU C++11 (first AC) · Tags: implementation  
[10circle's solution](#)

**277.**

976A

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

Quality: 10,974 global accepts · Rating: 800 · first AC: 2020-06-10 · GNU C++11 (first AC) · Tags: implementation  
[10circle's solution](#)

**278.**

1194A

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

Quality: 17,376 global accepts · Rating: 800 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: math  
[10circle's solution](#)

**279.**

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 800 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[10circle's solution](#)

**280.**

946A

[Partition](#) · [Tutorial](#)

Quality: 18,160 global accepts · Rating: 800 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: greedy  
[10circle's solution](#)

**281.**

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,490 global accepts · Rating: 900 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: math  
[10circle's solution](#)

**282.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[10circle's solution](#)

**283.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math  
[10circle's solution](#)

**284.**

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[10circle's solution](#)

**285.**

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 900 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[10circle's solution](#)

**286.**

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[10circle's solution](#)

**287.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,951 global accepts · Rating: 900 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[10circle's solution](#)

**288.**

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,245 global accepts · Rating: 900 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings  
[10circle's solution](#)

**289.**

1113A

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

Quality: 18,318 global accepts · Rating: 900 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: dp, greedy, math  
[10circle's solution](#)

**290.**

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[10circle's solution](#)

**291.**

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: implementation  
[10circle's solution](#)

**292.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,662 global accepts · Rating: 900 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: implementation, strings  
[10circle's solution](#)

**293.**

11A

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

Quality: 15,496 global accepts · Rating: 900 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math  
[10circle's solution](#)

**294.**

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: implementation, math

[10circle's solution](#)

**295.**

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: brute force, implementation

[10circle's solution](#)

**296.**

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[10circle's solution](#)

**297.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,960 global accepts · Rating: 900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[10circle's solution](#)

**298.**

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 900 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: implementation, schedules

[10circle's solution](#)

**299.**

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[10circle's solution](#)

**300.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,313 global accepts · Rating: 900 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[10circle's solution](#)

**301.**

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,203 global accepts · Rating: 900 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[10circle's solution](#)

**302.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,722 global accepts · Rating: 900 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[10circle's solution](#)

**303.**

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[10circle's solution](#)

**304.**

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: math, number theory

[10circle's solution](#)

**305.**

1471A

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

Quality: 38,216 global accepts · Rating: 900 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[10circle's solution](#)

**306.**

903A

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

Quality: 15,517 global accepts · Rating: 900 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[10circle's solution](#)

**307.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · last AC: 2021-02-20 · GNU C++11 (first AC) · Tags: greedy, implementation

[10circle's solution](#)

**308.**

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: greedy, math

[10circle's solution](#)

**309.**

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-07 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[10circle's solution](#)

**310.**

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[10circle's solution](#)

**311.**

747B

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

Quality: 9,641 global accepts · Rating: 900 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: implementation, strings

[10circle's solution](#)

**312.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-08 · last AC: 2021-01-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[10circle's solution](#)

**313.**

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[10circle's solution](#)

**314.**

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · last AC: 2020-12-02 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, strings

[10circle's solution](#)

**315.**

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · last AC: 2020-09-20 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[10circle's solution](#)

**316.**

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,997 global accepts · Rating: 900 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[10circle's solution](#)

**317.**

1401A

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

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[10circle's solution](#)

**318.**

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,849 global accepts · Rating: 900 · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: brute force, geometry  
[10circle's solution](#)

**319.**

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[10circle's solution](#)

**320.**

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[10circle's solution](#)

**321.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
[10circle's solution](#)

**322.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,894 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[10circle's solution](#)

**323.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,925 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
[10circle's solution](#)

**324.**

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy  
[10circle's solution](#)

**325.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,319 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers  
[10circle's solution](#)

**326.**

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings

[10circle's solution](#)

**327.**

1671B

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

Quality: 19,739 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[10circle's solution](#)

**328.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,036 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[10circle's solution](#)

**329.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,942 global accepts · Rating: 1000 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[10circle's solution](#)

**330.**

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[10circle's solution](#)

**331.**

560A

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

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: implementation, sortings

[10circle's solution](#)

**332.**

659A

[Round House](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1000 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: implementation, math

[10circle's solution](#)

**333.**

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1000 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[10circle's solution](#)

**334.**

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,514 global accepts · Rating: 1000 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[10circle's solution](#)

**335.**

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1000 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: brute force

[10circle's solution](#)

**336.**

577A

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

Quality: 45,287 global accepts · Rating: 1000 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: implementation, number theory

[10circle's solution](#)

**337.**

584A

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

Quality: 52,613 global accepts · Rating: 1000 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: math

[10circle's solution](#)

**338.**

691A

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

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**339.**

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,554 global accepts · Rating: 1000 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: greedy, math

[10circle's solution](#)

**340.**

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,365 global accepts · Rating: 1000 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[10circle's solution](#)

**341.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,389 global accepts · Rating: 1000 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: implementation, math

[10circle's solution](#)

**342.**

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: combinatorics, geometry, greedy, math

[10circle's solution](#)

**343.**

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,046 global accepts · Rating: 1000 · first AC: 2021-05-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[10circle's solution](#)

**344.**

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,543 global accepts · Rating: 1000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[10circle's solution](#)

**345.**

1515B

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

Quality: 27,068 global accepts · Rating: 1000 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

[10circle's solution](#)

**346.**

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,638 global accepts · Rating: 1000 · first AC: 2021-03-26 · last AC: 2021-03-27 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[10circle's solution](#)

**347.**

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: greedy, implementation

[10circle's solution](#)

**348.**

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math  
[10circle's solution](#)

**349.**

1474B

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

Quality: 40,339 global accepts · Rating: 1000 · first AC: 2021-02-11 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory  
[10circle's solution](#)

**350.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,886 global accepts · Rating: 1000 · first AC: 2021-01-29 · last AC: 2021-02-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math  
[10circle's solution](#)

**351.**

1174A

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

Quality: 19,212 global accepts · Rating: 1000 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings  
[10circle's solution](#)

**352.**

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: geometry, math  
[10circle's solution](#)

**353.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,061 global accepts · Rating: 1000 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: dp, greedy  
[10circle's solution](#)

**354.**

1430C

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

Quality: 28,237 global accepts · Rating: 1000 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math  
[10circle's solution](#)

**355.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: brute force, math, number theory, strings  
[10circle's solution](#)

**356.**

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: implementation  
[10circle's solution](#)

**357.**

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 1000 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: greedy, implementation  
[10circle's solution](#)

**358.**

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[10circle's solution](#)

**359.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,287 global accepts · Rating: 1000 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: brute force, math

[10circle's solution](#)

**360.**

37A

[Towers](#) · [Tutorial](#)

Quality: 27,692 global accepts · Rating: 1000 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: sortings

[10circle's solution](#)

**361.**

1438B

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

Quality: 29,075 global accepts · Rating: 1000 · first AC: 2020-11-13 · last AC: 2020-11-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[10circle's solution](#)

**362.**

724A

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

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2020-11-04 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**363.**

1419D1

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

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-09-19 · last AC: 2020-09-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[10circle's solution](#)

**364.**

1395A

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

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-12 · last AC: 2020-08-13 · GNU C++11 (first AC) · Tags: brute force, math

[10circle's solution](#)

**365.**

1388B

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

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-07-30 · last AC: 2020-08-08 · GNU C++11 (first AC) · Tags: greedy, math

[10circle's solution](#)

**366.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,259 global accepts · Rating: 1000 · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: math

[10circle's solution](#)

**367.**

1359B

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

Quality: 29,385 global accepts · Rating: 1000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[10circle's solution](#)

**368.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[10circle's solution](#)

**369.**

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,990 global accepts · Rating: 1100 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs  
[10circle's solution](#)

**370.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,864 global accepts · Rating: 1100 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers  
[10circle's solution](#)

**371.**

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,337 global accepts · Rating: 1100 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[10circle's solution](#)

**372.**

1700B

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

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math  
[10circle's solution](#)

**373.**

1686C

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

Rating: 1100 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[10circle's solution](#)

**374.**

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,412 global accepts · Rating: 1100 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings  
[10circle's solution](#)

**375.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math  
[10circle's solution](#)

**376.**

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,838 global accepts · Rating: 1100 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math  
[10circle's solution](#)

**377.**

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings  
[10circle's solution](#)

**378.**

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: math  
[10circle's solution](#)

**379.**

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-29 · last AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[10circle's solution](#)

**380.**

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[10circle's solution](#)

**381.**

1566D1

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

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

[10circle's solution](#)

**382.**

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[10circle's solution](#)

**383.**

858A

[k-rounding](#) · [Tutorial](#)

Quality: 8,996 global accepts · Rating: 1100 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[10circle's solution](#)

**384.**

869A

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

Quality: 9,796 global accepts · Rating: 1100 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[10circle's solution](#)

**385.**

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,079 global accepts · Rating: 1100 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: binary search, implementation

[10circle's solution](#)

**386.**

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**387.**

53A

[Autocomplete](#) · [Tutorial](#)

Quality: 5,794 global accepts · Rating: 1100 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**388.**

433A

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

Quality: 17,890 global accepts · Rating: 1100 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: brute force, implementation

[10circle's solution](#)

**389.**

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: greedy, two pointers

[10circle's solution](#)

**390.**

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,811 global accepts · Rating: 1100 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[10circle's solution](#)

**391.**

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[10circle's solution](#)

**392.**

1506B

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

Quality: 21,152 global accepts · Rating: 1100 · first AC: 2021-03-26 · last AC: 2021-03-27 · GNU C++11 (first AC) · Tags: greedy, implementation

[10circle's solution](#)

**393.**

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**394.**

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[10circle's solution](#)

**395.**

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2021-03-08 · GNU C++11 (first AC) · Tags: sortings

[10circle's solution](#)

**396.**

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,078 global accepts · Rating: 1100 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[10circle's solution](#)

**397.**

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,908 global accepts · Rating: 1100 · first AC: 2021-02-05 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[10circle's solution](#)

**398.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,829 global accepts · Rating: 1100 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[10circle's solution](#)

**399.**

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,445 global accepts · Rating: 1100 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[10circle's solution](#)

**400.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings  
[10circle's solution](#)

**401.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,345 global accepts · Rating: 1100 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: dp, graphs  
[10circle's solution](#)

**402.**

1457B

[Repainting Street](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: brute force, greedy  
[10circle's solution](#)

**403.**

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: implementation  
[10circle's solution](#)

**404.**

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,729 global accepts · Rating: 1100 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: greedy, implementation  
[10circle's solution](#)

**405.**

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1100 · first AC: 2020-10-18 · last AC: 2020-10-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[10circle's solution](#)

**406.**

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,925 global accepts · Rating: 1100 · first AC: 2020-09-04 · last AC: 2020-09-05 · GNU C++11 (first AC) · Tags: brute force, greedy, math  
[10circle's solution](#)

**407.**

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[10circle's solution](#)

**408.**

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-12 · last AC: 2020-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms  
[10circle's solution](#)

**409.**

2158B

[Split](#) · [Tutorial](#)

Quality: 13,951 global accepts · Rating: 1200 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[10circle's solution](#)

**410.**

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks  
[10circle's solution](#)

**411.**

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[10circle's solution](#)

**412.**

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math  
[10circle's solution](#)

**413.**

1934B

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

Quality: 22,016 global accepts · Rating: 1200 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math  
[10circle's solution](#)

**414.**

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[10circle's solution](#)

**415.**

1874A

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

Quality: 19,388 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation  
[10circle's solution](#)

**416.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,799 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[10circle's solution](#)

**417.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings  
[10circle's solution](#)

**418.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,391 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math  
[10circle's solution](#)

**419.**

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[10circle's solution](#)

**420.**

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[10circle's solution](#)

**421.**

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[10circle's solution](#)

**422.**

1637C

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

Quality: 18,745 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[10circle's solution](#)

**423.**

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[10circle's solution](#)

**424.**

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, sortings

[10circle's solution](#)

**425.**

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[10circle's solution](#)

**426.**

828A

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

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**427.**

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: greedy, implementation

[10circle's solution](#)

**428.**

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[10circle's solution](#)

**429.**

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: greedy, implementation

[10circle's solution](#)

**430.**

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: interactive, math

[10circle's solution](#)

**431.**

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,466 global accepts · Rating: 1200 · first AC: 2021-06-20 · last AC: 2021-07-09 · GNU C++11 (first AC) · Tags: greedy, sortings

[10circle's solution](#)

**432.**

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[10circle's solution](#)

**433.**

632A

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

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: —

[10circle's solution](#)

**434.**

774C

[Maximum Number](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1200 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, greedy, implementation

[10circle's solution](#)

**435.**

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,284 global accepts · Rating: 1200 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[10circle's solution](#)

**436.**

1527B1

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

Quality: 34,407 global accepts · Rating: 1200 · first AC: 2021-05-27 · GNU C++11 (first AC) · Tags: constructive algorithms, games

[10circle's solution](#)

**437.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,493 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[10circle's solution](#)

**438.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[10circle's solution](#)

**439.**

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,942 global accepts · Rating: 1200 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, math

[10circle's solution](#)

**440.**

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,720 global accepts · Rating: 1200 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[10circle's solution](#)

**441.**

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,878 global accepts · Rating: 1200 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: dp, implementation, sortings

[10circle's solution](#)

**442.**

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: brute force

[10circle's solution](#)

**443.**

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[10circle's solution](#)

**444.**

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[10circle's solution](#)

**445.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,361 global accepts · Rating: 1200 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[10circle's solution](#)

**446.**

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,407 global accepts · Rating: 1200 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: data structures, implementation

[10circle's solution](#)

**447.**

1437B

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

Quality: 20,853 global accepts · Rating: 1200 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[10circle's solution](#)

**448.**

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, implementation

[10circle's solution](#)

**449.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[10circle's solution](#)

**450.**

1433D

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

Quality: 30,583 global accepts · Rating: 1200 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar

[10circle's solution](#)

**451.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: dp, games, greedy, sortings

[10circle's solution](#)

**452.**

47B

[Coins](#) · [Tutorial](#)

Quality: 16,079 global accepts · Rating: 1200 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**453.**

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: implementation, sortings

[10circle's solution](#)

**454.**

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · last AC: 2020-09-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[10circle's solution](#)

**455.**

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · last AC: 2020-09-05 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[10circle's solution](#)

**456.**

1399C

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

Quality: 32,655 global accepts · Rating: 1200 · first AC: 2020-08-05 · last AC: 2020-08-06 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers

[10circle's solution](#)

**457.**

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[10circle's solution](#)

**458.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,922 global accepts · Rating: 1200 · first AC: 2020-07-17 · last AC: 2020-07-20 · GNU C++11 (first AC) · Tags: greedy

[10circle's solution](#)

**459.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[10circle's solution](#)

**460.**

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[10circle's solution](#)

**461.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,205 global accepts · Rating: 1300 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[10circle's solution](#)

**462.**

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[10circle's solution](#)

**463.**

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[10circle's solution](#)

**464.**

1775B

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

Quality: 20,739 global accepts · Rating: 1300 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[10circle's solution](#)

**465.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[10circle's solution](#)

**466.**

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[10circle's solution](#)

**467.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[10circle's solution](#)

**468.**

1602C

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

Rating: 1300 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory

[10circle's solution](#)

**469.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[10circle's solution](#)

**470.**

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[10circle's solution](#)

**471.**

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

[10circle's solution](#)

**472.**

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: brute force, dp, strings

[10circle's solution](#)

**473.**

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,475 global accepts · Rating: 1300 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, two

pointers

[10circle's solution](#)

**474.**

58B

[Coins](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1300 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: greedy

[10circle's solution](#)

**475.**

1547D

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

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[10circle's solution](#)

**476.**

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[10circle's solution](#)

**477.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1300 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: binary search, data structures, math, two pointers

[10circle's solution](#)

**478.**

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,350 global accepts · Rating: 1300 · first AC: 2021-03-31 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, greedy

[10circle's solution](#)

**479.**

870C

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

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[10circle's solution](#)

**480.**

1470A

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

Quality: 29,392 global accepts · Rating: 1300 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[10circle's solution](#)

**481.**

883F

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

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: implementation

[10circle's solution](#)

**482.**

740A

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

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: brute force, implementation

[10circle's solution](#)

**483.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · last AC: 2021-02-01 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[10circle's solution](#)

**484.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,853 global accepts · Rating: 1300 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: combinatorics, math

[10circle's solution](#)

**485.**

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings

[10circle's solution](#)

**486.**

1382C1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings

[10circle's solution](#)

**487.**

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,068 global accepts · Rating: 1400 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy

[10circle's solution](#)

**488.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[10circle's solution](#)

**489.**

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[10circle's solution](#)

**490.**

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[10circle's solution](#)

**491.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[10circle's solution](#)

**492.**

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[10circle's solution](#)

**493.**

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,222 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[10circle's solution](#)

**494.**

1682C

[LIS or Reverse LIS? · Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[10circle's solution](#)

**495.**

1654C

[Alice and the Cake · Tutorial](#)

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

[10circle's solution](#)

**496.**

1627C

[Not Assigning · Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[10circle's solution](#)

**497.**

1624D

[Palindromes Coloring · Tutorial](#)

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, strings

[10circle's solution](#)

**498.**

977D

[Divide by three, multiply by two · Tutorial](#)

Quality: 20,528 global accepts · Rating: 1400 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: dfs and similar, math, sortings

[10circle's solution](#)

**499.**

940B

[Our Tanya is Crying Out Loud · Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: dp, greedy

[10circle's solution](#)

**500.**

60B

[Serial Time! · Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: dfs and similar, dsu

[10circle's solution](#)

**501.**

1535C

[Unstable String · Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[10circle's solution](#)

**502.**

1526B

[I Hate 1111 · Tutorial](#)

Quality: 36,735 global accepts · Rating: 1400 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: dp, math, number theory

[10circle's solution](#)

**503.**

1520E

[Arranging The Sheep · Tutorial](#)

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[10circle's solution](#)

**504.**

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[10circle's solution](#)

**505.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,470 global accepts · Rating: 1400 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[10circle's solution](#)

**506.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[10circle's solution](#)

**507.**

1506D

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

Quality: 25,537 global accepts · Rating: 1400 · first AC: 2021-03-26 · last AC: 2021-03-27 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[10circle's solution](#)

**508.**

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: data structures, implementation

[10circle's solution](#)

**509.**

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2021-03-05 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[10circle's solution](#)

**510.**

1490E

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

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[10circle's solution](#)

**511.**

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · last AC: 2021-01-28 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[10circle's solution](#)

**512.**

26B

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

Quality: 25,857 global accepts · Rating: 1400 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: greedy

[10circle's solution](#)

**513.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: implementation, math

[10circle's solution](#)

**514.**

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,189 global accepts · Rating: 1400 · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory  
[10circle's solution](#)

**515.**

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · last AC: 2020-10-19 · GNU C++11 (first AC) · Tags: constructive algorithms, strings  
[10circle's solution](#)

**516.**

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · last AC: 2020-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[10circle's solution](#)

**517.**

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,256 global accepts · Rating: 1500 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation  
[10circle's solution](#)

**518.**

891A

[Pride](#) · [Tutorial](#)

Quality: 14,281 global accepts · Rating: 1500 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory  
[10circle's solution](#)

**519.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory  
[10circle's solution](#)

**520.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,555 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math  
[10circle's solution](#)

**521.**

1416A

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

Quality: 16,724 global accepts · Rating: 1500 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers  
[10circle's solution](#)

**522.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[10circle's solution](#)

**523.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[10circle's solution](#)

**524.**

1404A

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

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[10circle's solution](#)

**525.**

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[10circle's solution](#)

**526.**

1646C

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

Quality: 19,517 global accepts · Rating: 1500 · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math  
[10circle's solution](#)

**527.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,468 global accepts · Rating: 1500 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees  
[10circle's solution](#)

**528.**

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[10circle's solution](#)

**529.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[10circle's solution](#)

**530.**

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,640 global accepts · Rating: 1500 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[10circle's solution](#)

**531.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers  
[10circle's solution](#)

**532.**

1546C

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: sortings  
[10circle's solution](#)

**533.**

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,541 global accepts · Rating: 1500 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory  
[10circle's solution](#)

**534.**

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: binary search, dp, math, number theory  
[10circle's solution](#)

**535.**

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy  
[10circle's solution](#)

**536.**

455A

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Quality: 71,987 global accepts · Rating: 1500 · first AC: 2021-05-22 · GNU C++11 (first AC) · Tags: dp  
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**537.**

1515D

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**538.**

1516B

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Quality: 25,536 global accepts · Rating: 1500 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy  
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**539.**

845C

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**540.**

1506E

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Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-03-26 · last AC: 2021-03-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
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**541.**

1486B

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**542.**

1490F

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**543.**

1461C

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**544.**

1372C

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49B

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**546.**

1466D

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1419C

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**548.**

1409D

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1385D

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**550.**

2094F

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**551.**

1483A

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**552.**

1188A1

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Quality: 8,935 global accepts · Rating: 1600 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: trees  
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**553.**

1775C

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**554.**

1774D

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1748C

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1688D

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[10circle's solution](#)

### 557.

1671D

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75C

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1566D2

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1567C

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568A

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1539D

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**568.**

1511D

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835C

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Quality: 9,394 global accepts · Rating: 1600 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: dp, implementation  
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916C

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243A

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559A

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**576.**

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1437D

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**580.**

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**581.**

1476C

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**582.**

1461D

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1371D

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722C

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**585.**

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1395C

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**587.**

2094G

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2041D

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1934C

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**599.**

1464A

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**600.**

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76E

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1557C

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1543D1

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1537D

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1538D

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**609.**

466C

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1516C

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1497E1

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**612.**

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**613.**

1479A

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**614.**

1474C

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1480C

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**616.**

1476D

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1430D

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Quality: 9,317 global accepts · Rating: 1700 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

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**618.**

1467B

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Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · last AC: 2021-01-16 · GNU C++11 (first AC) · Tags: brute force, implementation

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**619.**

1381A2

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**620.**

1382C2

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**621.**

2155D

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**622.**

802A2

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Quality: 1,343 global accepts · Rating: 1800 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

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**623.**

665D

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**624.**

1500A

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math

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**625.**

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**626.**

1768D

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**627.**

1775D

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Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

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**628.**

1729E

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**629.**

1691D

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**630.**

1442B

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**631.**

1442A

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Quality: 9,721 global accepts · Rating: 1800 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

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**632.**

1674F

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Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

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**633.**

1637D

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**634.**

1042D

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two pointers

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**635.**

482B

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

Quality: 7,730 global accepts · Rating: 1800 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, trees

[10circle's solution](#)

**636.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[10circle's solution](#)

**637.**

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[10circle's solution](#)

**638.**

220B

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

Quality: 12,890 global accepts · Rating: 1800 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[10circle's solution](#)

**639.**

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[10circle's solution](#)

**640.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[10circle's solution](#)

**641.**

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[10circle's solution](#)

**642.**

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2021-01-17 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[10circle's solution](#)

**643.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[10circle's solution](#)

**644.**

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[10circle's solution](#)

**645.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[10circle's solution](#)

**646.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[10circle's solution](#)

**647.**

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation

[10circle's solution](#)

**648.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1900 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[10circle's solution](#)

**649.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

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

[10circle's solution](#)

**650.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[10circle's solution](#)

**651.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[10circle's solution](#)

**652.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[10circle's solution](#)

**653.**

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

[10circle's solution](#)

**654.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, trees

[10circle's solution](#)

**655.**

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[10circle's solution](#)

**656.**

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[10circle's solution](#)

**657.**

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

[10circle's solution](#)

**658.**

476D

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

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[10circle's solution](#)

**659.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[10circle's solution](#)

**660.**

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,953 global accepts · Rating: 1900 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[10circle's solution](#)

**661.**

1546D

[AquaMoon and Chess](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: combinatorics, math

[10circle's solution](#)

**662.**

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[10circle's solution](#)

**663.**

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: dp

[10circle's solution](#)

**664.**

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[10circle's solution](#)

**665.**

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, data structures, math  
[10circle's solution](#)

**666.**

1480D1

[Painting the Array I](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation  
[10circle's solution](#)

**667.**

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1900 · first AC: 2020-10-18 · last AC: 2020-10-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths  
[10circle's solution](#)

**668.**

2158D

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

Quality: 3,284 global accepts · Rating: 2000 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings  
[10circle's solution](#)

**669.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math  
[10circle's solution](#)

**670.**

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp  
[10circle's solution](#)

**671.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation  
[10circle's solution](#)

**672.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 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  
[10circle's solution](#)

**673.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees  
[10circle's solution](#)

**674.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,348 global accepts · Rating: 2000 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory  
[10circle's solution](#)

**675.**

1009E

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

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities  
[10circle's solution](#)

**676.**

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers  
[10circle's solution](#)

**677.**

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees  
[10circle's solution](#)

**678.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math  
[10circle's solution](#)

**679.**

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs  
[10circle's solution](#)

**680.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp  
[10circle's solution](#)

**681.**

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings  
[10circle's solution](#)

**682.**

1642D

[Repetitions Decoding](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[10circle's solution](#)

**683.**

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive  
[10circle's solution](#)

**684.**

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings  
[10circle's solution](#)

**685.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,631 global accepts · Rating: 2000 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[10circle's solution](#)

**686.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[10circle's solution](#)

**687.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[10circle's solution](#)

**688.**

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2021-03-26 · last AC: 2021-03-27 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[10circle's solution](#)

**689.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[10circle's solution](#)

**690.**

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-21 · last AC: 2020-12-02 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[10circle's solution](#)

**691.**

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2100 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[10circle's solution](#)

**692.**

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, trees

[10circle's solution](#)

**693.**

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[10circle's solution](#)

**694.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force,

greedy, implementation, two pointers

[10circle's solution](#)

**695.**

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[10circle's solution](#)

**696.**

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[10circle's solution](#)

**697.**

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[10circle's solution](#)

**698.**

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[10circle's solution](#)

**699.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[10circle's solution](#)

**700.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,529 global accepts · Rating: 2100 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[10circle's solution](#)

**701.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[10circle's solution](#)

**702.**

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[10circle's solution](#)

**703.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[10circle's solution](#)

**704.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[10circle's solution](#)

## 705.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[10circle's solution](#)

## 706.

309B

[Context Advertising](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2100 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, two pointers

[10circle's solution](#)

## 707.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[10circle's solution](#)

## 708.

656D

[Rosetta Problem](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: \*special

[10circle's solution](#)

## 709.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[10circle's solution](#)

## 710.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-27 · last AC: 2021-04-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, greedy, math

[10circle's solution](#)

## 711.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[10circle's solution](#)

## 712.

255E

[Furlo and Rublo and Game](#) · [Tutorial](#)

Quality: 977 global accepts · Rating: 2200 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: games, implementation, math

[10circle's solution](#)

## 713.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, trees

[10circle's solution](#)

## 714.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[10circle's solution](#)

**715.**

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[10circle's solution](#)

**716.**

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[10circle's solution](#)

**717.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[10circle's solution](#)

**718.**

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[10circle's solution](#)

**719.**

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[10circle's solution](#)

**720.**

120I

[Luck is in Numbers](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2200 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[10circle's solution](#)

**721.**

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[10circle's solution](#)

**722.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings

[10circle's solution](#)

**723.**

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[10circle's solution](#)

**724.**

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[10circle's solution](#)

**725.**

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[10circle's solution](#)

**726.**

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[10circle's solution](#)

**727.**

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

[10circle's solution](#)

**728.**

243C

[Colorado Potato Beetle](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[10circle's solution](#)

**729.**

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[10circle's solution](#)

**730.**

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[10circle's solution](#)

**731.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[10circle's solution](#)

**732.**

71D

[Solitaire](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[10circle's solution](#)

**733.**

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[10circle's solution](#)

**734.**

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[10circle's solution](#)

**735.**

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[10circle's solution](#)

**736.**

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[10circle's solution](#)

**737.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,615 global accepts · Rating: 2200 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: data structures

[10circle's solution](#)

**738.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[10circle's solution](#)

**739.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[10circle's solution](#)

**740.**

1046I

[Say Hello](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2300 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[10circle's solution](#)

**741.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[10circle's solution](#)

**742.**

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[10circle's solution](#)

**743.**

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[10circle's solution](#)

**744.**

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[10circle's solution](#)

**745.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[10circle's solution](#)

**746.**

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[10circle's solution](#)

**747.**

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[10circle's solution](#)

**748.**

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[10circle's solution](#)

**749.**

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-09-07 · last AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[10circle's solution](#)

**750.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[10circle's solution](#)

**751.**

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[10circle's solution](#)

**752.**

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[10circle's solution](#)

**753.**

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[10circle's solution](#)

**754.**

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[10circle's solution](#)

**755.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[10circle's solution](#)

**756.**

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: flows

[10circle's solution](#)

**757.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 2300 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[10circle's solution](#)

**758.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[10circle's solution](#)

**759.**

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[10circle's solution](#)

**760.**

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[10circle's solution](#)

**761.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[10circle's solution](#)

**762.**

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[10circle's solution](#)

**763.**

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

[10circle's solution](#)

**764.**

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[10circle's solution](#)

**765.**

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[10circle's solution](#)

**766.**

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[10circle's solution](#)

**767.**

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[10circle's solution](#)

**768.**

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2400 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[10circle's solution](#)

**769.**

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[10circle's solution](#)

**770.**

332E

[Binary Key](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: 2400 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[10circle's solution](#)

**771.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2400 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[10circle's solution](#)

**772.**

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[10circle's solution](#)

**773.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[10circle's solution](#)

**774.**

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[10circle's solution](#)

**775.**

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[10circle's solution](#)

**776.**

317C

[Balance](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[10circle's solution](#)

**777.**

264D

[Colorful Stones](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2500 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, two pointers

[10circle's solution](#)

**778.**

2158E

[Sink](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2600 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[10circle's solution](#)

**779.**

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures

[10circle's solution](#)

**780.**

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[10circle's solution](#)

**781.**

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[10circle's solution](#)

**782.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[10circle's solution](#)

**783.**

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[10circle's solution](#)

**784.**

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[10circle's solution](#)

**785.**

248E

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

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[10circle's solution](#)

**786.**

241E

[Flights](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2600 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[10circle's solution](#)

**787.**

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2022-02-10 · last AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, sortings

[10circle's solution](#)

**788.**

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[10circle's solution](#)

**789.**

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2600 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[10circle's solution](#)

**790.**

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, math

[10circle's solution](#)

**791.**

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[10circle's solution](#)

**792.**

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics

[10circle's solution](#)

**793.**

333C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 2700 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[10circle's solution](#)

**794.**

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: data structures

[10circle's solution](#)

**795.**

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[10circle's solution](#)

**796.**

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[10circle's solution](#)

**797.**

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[10circle's solution](#)

**798.**

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[10circle's solution](#)

**799.**

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[10circle's solution](#)

**800.**

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[10circle's solution](#)

**801.**

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[10circle's solution](#)

**802.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[10circle's solution](#)

**803.**

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[10circle's solution](#)

**804.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[10circle's solution](#)

**805.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,628 global accepts · Rating: 2800 · first AC: 2021-10-06 · last AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[10circle's solution](#)

**806.**

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees  
[10circle's solution](#)

**807.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy  
[10circle's solution](#)

**808.**

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: \*broken, data structures, greedy, schedules, shortest paths  
[10circle's solution](#)

**809.**

241D

[Numbers](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2900 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[10circle's solution](#)

**810.**

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2021-09-20 · last AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dsu  
[10circle's solution](#)

**811.**

434E

[Furukawa Nagisa's Tree](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, sortings, trees  
[10circle's solution](#)

**812.**

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[10circle's solution](#)

**813.**

331D3

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, trees  
[10circle's solution](#)

**814.**

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings  
[10circle's solution](#)

**815.**

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2021-10-01 · last AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[10circle's solution](#)

**816.**

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, trees

[10circle's solution](#)

**817.**

317E

[Princess and Her Shadow](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3100 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, shortest paths

[10circle's solution](#)

**818.**

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, interactive

[10circle's solution](#)

**819.**

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[10circle's solution](#)

**820.**

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[10circle's solution](#)

**821.**

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[10circle's solution](#)

**822.**

1423G

[Growing flowers](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3500 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[10circle's solution](#)

**823.**

105486F

[Double 11](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[10circle's solution](#)

**824.**

105486K

[Magical Set](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[10circle's solution](#)

**825.**

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[10circle's solution](#)

**826.**

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[10circle's solution](#)

**827.**

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[10circle's solution](#)

**828.**

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[10circle's solution](#)

**829.**

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[10circle's solution](#)

**830.**

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**831.**

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**832.**

105657I

[Identify Chord](#) · [Tutorial](#)

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**833.**

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**834.**

105657J

[Japanese Bands](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**835.**

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**836.**

105657M

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

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**837.**

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —



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**849.**

106030J

[šT@orial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[10circle's solution](#)

**850.**

106030B

[osu!mania](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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**851.**

105588I

[Items](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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**852.**

105588F

[Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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**853.**

105588L

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Rating: — · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**854.**

105588E

[Extracting Weights](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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**855.**

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[10circle's solution](#)

**856.**

105588C

[Coin](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**857.**

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[10circle's solution](#)

**858.**

105588M

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

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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**859.**

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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**860.**

102780J

[Something that resembles Waring's problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · PyPy 3 (first AC) · Tags: —

[10circle's solution](#)

**861.**

102780G

[Hourglass](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**862.**

102780I

[Andrew and Python](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**863.**

102780C

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**864.**

102780K

[Parabolic sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**865.**

102780D

[Power play](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**866.**

102780F

[A word game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**867.**

102780B

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

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**868.**

102780H

[Men's showdown](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**869.**

102780A

[Green tea](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**870.**

105125C

[NM Chars](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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**871.**

105125B

[Tim the Marksman](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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**872.**

105125A

[3-SAT](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[10circle's solution](#)

**873.**

105137D

[Good String Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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**874.**

105137E

[Good Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[10circle's solution](#)

**875.**

105137B

[Good String](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[10circle's solution](#)

**876.**

105137C

[Good Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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**877.**

105137A

[Good Target](#) · [Tutorial](#)

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**878.**

105174G

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Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[10circle's solution](#)

**879.**

105174D

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Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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**880.**

105174J

[Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[10circle's solution](#)

**881.**

105174E

[Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[10circle's solution](#)

**882.**

105174L

[Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[10circle's solution](#)

**883.**

105174I

[Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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**884.**

105174B

[Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[10circle's solution](#)

**885.**

105174C

[Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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**886.**

105174F

[Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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**887.**

105174A

[Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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**888.**

105174M

[Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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**889.**

105187A

[Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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**890.**

105187B

[Soccer](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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**891.**

105187C

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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**892.**

105186C

[Renovations](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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**893.**

105186B

[Permute-inator](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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**894.**

105186A

[Kep.uz Arena](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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**895.**

105184F

[3 Split](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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**896.**

105184H

[Missing Iris](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[10circle's solution](#)

**897.**

105184D

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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**898.**

105184B

[Sequence II](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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**899.**

105184C

[Goose Goose Duck](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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**900.**

105184J

[Iris' Food](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[10circle's solution](#)

**901.**

105184E

[Breakfast II](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[10circle's solution](#)

**902.**

105184G

[Bracelet](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[10circle's solution](#)

**903.**

105184I

[Subnet](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[10circle's solution](#)

**904.**

105184A

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Rating: — · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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**905.**

105184K

[Welcome](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · PHP (first AC) · Tags: —

[10circle's solution](#)

**906.**

103743D

[Finding Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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**907.**

103743H

[Super Gray Pony](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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**908.**

103743B

[Prime Ring Plus](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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**909.**

103743C

[Jump and Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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**910.**

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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**911.**

103743J

[Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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**912.**

103743K

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Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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**913.**

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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**914.**

105143C

[TreeBag and LIS](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

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**915.**

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[10circle's solution](#)

**916.**

105143G

[Pack](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[10circle's solution](#)

**917.**

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

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**918.**

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[10circle's solution](#)

**919.**

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[10circle's solution](#)

**920.**

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

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**921.**

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[10circle's solution](#)

**922.**

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

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**923.**

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**924.**

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**925.**

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**926.**

104772J

[Jumping Frogs](#) · Tutorial

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**927.**

104772K

[Kitchen Timer](#) · Tutorial

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**928.**

104883F

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Rating: — · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**929.**

104883E

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Rating: — · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**930.**

104883D

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Rating: — · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**931.**

104883C

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Rating: — · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**932.**

104883B

[Yeg/NKI](#)

Rating: — · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**933.**

104883A

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Rating: — · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**934.**

100993D

[Problem Preparation](#) · Tutorial

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**935.**

100993C

[Beautiful Partition](#) · Tutorial

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**936.**

101436E

[Random Value of Mode](#) · Tutorial

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**937.**

101436D

[The Sting](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**938.**

101436F

[Measure Twice, Divide Once](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**939.**

103990C

[Correct](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**940.**

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**941.**

103469L

[Little LCS](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**942.**

103469J

[Joke](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**943.**

103469B

[Bruteforce](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**944.**

103469G

[Glory Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**945.**

103469D

[Deleting](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**946.**

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**947.**

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**948.**

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**949.**

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**950.**

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**951.**

102791L

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

Rating: — · first AC: 2022-12-01 · last AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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**952.**

102791K

[Realistic Gameplay](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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**953.**

102791J

[Divide The String](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**954.**

102791H

[String Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**955.**

102791I

[String Reversal](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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**956.**

102791G

[Parking Spaces](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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**957.**

102791F

[Deposit](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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**958.**

102791C

[Number of Apartments](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**959.**

102791D

[Barrels](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[10circle's solution](#)

**960.**

102791B

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Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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**961.**

102791A

[Christmas Ornaments](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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