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1.

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4.

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5.

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6.

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7.

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9.

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11.

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12.

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13.

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19.

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20.

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1028A

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28.

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30.

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31.

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36.

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37.

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41.

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46.

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47.

1428A

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48.

1474A

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50.

1462A

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1450A

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55.

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56.

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1457A

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60.

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68.

1389A

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70.

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71.

1399B

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72.

1399A

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74.

1398A

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75.

1400A

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76.

1392B

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77.

1392A

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78.

1369A

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79.

1370A

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80.

1368A

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81.

1367B

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1367A

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1358A

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85.

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86.

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87.

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88.

1352A

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89.

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90.

1244A

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91.

1283A

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1348A

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93.

1206A

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94.

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95.

707A

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97.

678A

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731A

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99.

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100.

791A

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818A

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102.

1009A

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103.

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104.

898A

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105.

837A

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Quality: 10,091 global accepts · Rating: 800 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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106.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: math

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107.

832A

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Quality: 22,149 global accepts · Rating: 800 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: games, math

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108.

831B

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[19992147's solution](#)

109.

822A

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Quality: 36,814 global accepts · Rating: 800 · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[19992147's solution](#)

110.

821A

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111.

811A

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[19992147's solution](#)

112.

794A

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Quality: 7,777 global accepts · Rating: 800 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[19992147's solution](#)

113.

1209A

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Quality: 12,841 global accepts · Rating: 800 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

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114.

1228A

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Quality: 23,293 global accepts · Rating: 800 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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115.

1241A

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116.

1200A

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[19992147's solution](#)

117.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 800 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: strings

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118.

1186A

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119.

1185A

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Quality: 15,385 global accepts · Rating: 800 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: math

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120.

1337A

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[19992147's solution](#)

121.

1335A

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Quality: 104,818 global accepts · Rating: 800 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[19992147's solution](#)

122.

1269A

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Quality: 24,104 global accepts · Rating: 800 · first AC: 2020-04-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[19992147's solution](#)

123.

1328A

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Quality: 131,934 global accepts · Rating: 800 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[19992147's solution](#)

124.

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,892 global accepts · Rating: 800 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[19992147's solution](#)

125.

1325B

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

Quality: 38,827 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[19992147's solution](#)

126.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

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[19992147's solution](#)

127.

1312A

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Quality: 27,544 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory

[19992147's solution](#)

128.

1316A

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[19992147's solution](#)

129.

1305A

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[19992147's solution](#)

130.

1307A

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Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[19992147's solution](#)

131.

1311A

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

Quality: 46,275 global accepts · Rating: 800 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[19992147's solution](#)

132.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[19992147's solution](#)

133.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,794 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[19992147's solution](#)

134.

1301A

[Three Strings](#) · [Tutorial](#)

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

[19992147's solution](#)

135.

1303A

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Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[19992147's solution](#)

136.

1296A

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[19992147's solution](#)

137.

1294A

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Quality: 53,444 global accepts · Rating: 800 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: math

[19992147's solution](#)

138.

1284A

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Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: implementation, strings

[19992147's solution](#)

139.

1270A

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[19992147's solution](#)

140.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,928 global accepts · Rating: 800 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[19992147's solution](#)

141.

900A

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Quality: 14,955 global accepts · Rating: 800 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: geometry, implementation

[19992147's solution](#)

142.

894A

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143.

855A

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Quality: 27,352 global accepts · Rating: 800 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

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144.

854A

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Quality: 14,535 global accepts · Rating: 800 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[19992147's solution](#)

145.

851A

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Quality: 10,312 global accepts · Rating: 800 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: implementation, math

[19992147's solution](#)

146.

1918B

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Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[19992147's solution](#)

147.

1613A

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Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[19992147's solution](#)

148.

1609A

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Quality: 18,897 global accepts · Rating: 900 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[19992147's solution](#)

149.

1610A

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Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: math

[19992147's solution](#)

150.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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151.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,495 global accepts · Rating: 900 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: strings
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152.

1582B

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Quality: 33,378 global accepts · Rating: 900 · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
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153.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings
[19992147's solution](#)

154.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 900 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[19992147's solution](#)

155.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,602 global accepts · Rating: 900 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[19992147's solution](#)

156.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[19992147's solution](#)

157.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: math
[19992147's solution](#)

158.

1555A

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Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
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159.

1468N

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Quality: 9,119 global accepts · Rating: 900 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[19992147's solution](#)

160.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 900 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: math
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161.

1494A

[ABC String](#) · [Tutorial](#)

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[19992147's solution](#)

162.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[19992147's solution](#)

163.

1427A

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Quality: 18,033 global accepts · Rating: 900 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings
[19992147's solution](#)

164.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[19992147's solution](#)

165.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,268 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math
[19992147's solution](#)

166.

1475A

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Quality: 86,853 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[19992147's solution](#)

167.

1467A

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Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
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168.

1462C

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Quality: 36,452 global accepts · Rating: 900 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
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169.

1197A

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Quality: 14,036 global accepts · Rating: 900 · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
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170.

1175A

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Quality: 19,767 global accepts · Rating: 900 · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
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171.

1187A

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

Quality: 15,546 global accepts · Rating: 900 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: math
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172.

1451B

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Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[19992147's solution](#)

173.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,085 global accepts · Rating: 900 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[19992147's solution](#)

174.

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[19992147's solution](#)

175.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[19992147's solution](#)

176.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[19992147's solution](#)

177.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,999 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[19992147's solution](#)

178.

1401A

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

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[19992147's solution](#)

179.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,892 global accepts · Rating: 900 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: math

[19992147's solution](#)

180.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[19992147's solution](#)

181.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: math

[19992147's solution](#)

182.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,539 global accepts · Rating: 900 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[19992147's solution](#)

183.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 900 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: math

[19992147's solution](#)

184.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,431 global accepts · Rating: 900 · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[19992147's solution](#)

185.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[19992147's solution](#)

186.

1107A

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

Quality: 12,774 global accepts · Rating: 900 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[19992147's solution](#)

187.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,513 global accepts · Rating: 900 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[19992147's solution](#)

188.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[19992147's solution](#)

189.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,345 global accepts · Rating: 900 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation

[19992147's solution](#)

190.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,973 global accepts · Rating: 900 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[19992147's solution](#)

191.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,040 global accepts · Rating: 900 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[19992147's solution](#)

192.

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[19992147's solution](#)

193.

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,678 global accepts · Rating: 900 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[19992147's solution](#)

194.

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[19992147's solution](#)

195.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,278 global accepts · Rating: 900 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[19992147's solution](#)

196.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,401 global accepts · Rating: 900 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: brute force, math

[19992147's solution](#)

197.

903A

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

Quality: 15,518 global accepts · Rating: 900 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[19992147's solution](#)

198.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[19992147's solution](#)

199.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[19992147's solution](#)

200.

1247A

[Forgetting Things](#) · [Tutorial](#)

Rating: 900 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: math

[19992147's solution](#)

201.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,867 global accepts · Rating: 900 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[19992147's solution](#)

202.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[19992147's solution](#)

203.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2020-04-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math

[19992147's solution](#)

204.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[19992147's solution](#)

205.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,076 global accepts · Rating: 900 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, sortings

[19992147's solution](#)

206.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-04-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[19992147's solution](#)

207.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,685 global accepts · Rating: 900 · first AC: 2020-04-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[19992147's solution](#)

208.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[19992147's solution](#)

209.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[19992147's solution](#)

210.

1313A

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

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211.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[19992147's solution](#)

212.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,151 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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213.

1238A

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Quality: 28,069 global accepts · Rating: 900 · first AC: 2020-01-26 · GNU C++11 (first AC) · Tags: math, number theory

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214.

1282A

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215.

989A

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

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216.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,944 global accepts · Rating: 900 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: greedy, implementation

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217.

879A

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Quality: 9,575 global accepts · Rating: 900 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: implementation

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218.

876A

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Quality: 10,024 global accepts · Rating: 900 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: math

[19992147's solution](#)

219.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 900 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[19992147's solution](#)

220.

841A

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Quality: 14,049 global accepts · Rating: 900 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: brute force, implementation

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221.

839A

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Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-12 · GNU C++ (first AC) · Tags: implementation

[19992147's solution](#)

222.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[19992147's solution](#)

223.

1614B

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Quality: 29,045 global accepts · Rating: 1000 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

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224.

1598B

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Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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225.

1155A

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Quality: 25,983 global accepts · Rating: 1000 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings, strings

[19992147's solution](#)

226.

1506C

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

Quality: 35,644 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

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227.

1499B

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Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

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228.

1023B

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Quality: 11,664 global accepts · Rating: 1000 · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[19992147's solution](#)

229.

1388B

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Quality: 22,822 global accepts · Rating: 1000 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[19992147's solution](#)

230.

1485A

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231.

1476A

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232.

1474B

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233.

1473B

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234.

1469B

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Quality: 31,064 global accepts · Rating: 1000 · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

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235.

1469A

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236.

1450B

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Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

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237.

1197B

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Quality: 14,510 global accepts · Rating: 1000 · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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238.

1438B

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Quality: 29,079 global accepts · Rating: 1000 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

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239.

1430C

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[19992147's solution](#)

240.

1418A

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Quality: 33,866 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: math

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241.

1359B

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242.

1359A

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Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

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243.

1358B

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244.

1353C

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245.

1342A

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Quality: 46,426 global accepts · Rating: 1000 · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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246.

981B

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247.

1107B

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248.

1237A

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Quality: 22,122 global accepts · Rating: 1000 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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249.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

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250.

1245A

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

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251.

688B

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Quality: 36,025 global accepts · Rating: 1000 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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252.

761A

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253.

766A

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254.

766B

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255.

805C

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Rating: 1000 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[19992147's solution](#)

256.

805B

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Quality: 18,762 global accepts · Rating: 1000 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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257.

805A

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258.

831A

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259.

822B

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260.

1215A

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261.

1241B

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262.

1247B1

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263.

1333A

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Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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264.

1265A

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Quality: 15,952 global accepts · Rating: 1000 · first AC: 2020-04-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
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265.

1326A

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266.

1312B

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267.

1221A

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268.

1293B

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1300B

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Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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270.

1278A

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Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
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1266B

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272.

1266A

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273.

990A

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274.

864B

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275.

864A

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276.

862A

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277.

849A

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278.

844A

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279.

1920B

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280.

1902B

[Getting Points](#) · [Tutorial](#)

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281.

1670B

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Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
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282.

1623B

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283.

1616B

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284.

1609B

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Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[19992147's solution](#)

285.

1610B

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[19992147's solution](#)

286.

1606B

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287.

1557B

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Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
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288.

1506B

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289.

1492B

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290.

1481B

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Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[19992147's solution](#)

291.

1478B

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[19992147's solution](#)

292.

1472C

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293.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[19992147's solution](#)

294.

1463A

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295.

1457B

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296.

1455C

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Quality: 20,447 global accepts · Rating: 1100 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math

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297.

1421B

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[19992147's solution](#)

298.

1407A

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Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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299.

1409B

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Quality: 30,927 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[19992147's solution](#)

300.

1401B

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[19992147's solution](#)

301.

1375A

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302.

1370B

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number theory

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303.

1366A

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304.

1365A

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[19992147's solution](#)

305.

1360C

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306.

1327A

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Quality: 45,741 global accepts · Rating: 1100 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: math

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307.

1342B

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Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

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308.

706B

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Quality: 84,489 global accepts · Rating: 1100 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation

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309.

731B

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Quality: 8,344 global accepts · Rating: 1100 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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310.

767A

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Quality: 22,693 global accepts · Rating: 1100 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: data structures, implementation

[19992147's solution](#)

311.

902A

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Quality: 10,276 global accepts · Rating: 1100 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[19992147's solution](#)

312.

898B

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Quality: 10,649 global accepts · Rating: 1100 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, number theory

[19992147's solution](#)

313.

835B

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Quality: 11,420 global accepts · Rating: 1100 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[19992147's solution](#)

314.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[19992147's solution](#)

315.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[19992147's solution](#)

316.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,308 global accepts · Rating: 1100 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[19992147's solution](#)

317.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,972 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[19992147's solution](#)

318.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[19992147's solution](#)

319.

1333B

[Kind Anton](#) · [Tutorial](#)

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

[19992147's solution](#)

320.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[19992147's solution](#)

321.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,521 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[19992147's solution](#)

322.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[19992147's solution](#)

323.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[19992147's solution](#)

324.

1293A

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

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[19992147's solution](#)

325.

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[19992147's solution](#)

326.

1288B

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

Quality: 17,782 global accepts · Rating: 1100 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: math

[19992147's solution](#)

327.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: binary search, brute force, math, ternary search

[19992147's solution](#)

328.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[19992147's solution](#)

329.

877A

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

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: implementation, strings

[19992147's solution](#)

330.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,558 global accepts · Rating: 1100 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: math

[19992147's solution](#)

331.

869A

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

Quality: 9,797 global accepts · Rating: 1100 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[19992147's solution](#)

332.

861A

[k-rounding](#) · [Tutorial](#)

Rating: 1100 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: math, number theory

[19992147's solution](#)

333.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: geometry

[19992147's solution](#)

334.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,189 global accepts · Rating: 1100 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: games, math

[19992147's solution](#)

335.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[19992147's solution](#)

336.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[19992147's solution](#)

337.

1586B

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

Rating: 1200 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, trees

[19992147's solution](#)

338.

1582C

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

Quality: 23,661 global accepts · Rating: 1200 · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[19992147's solution](#)

339.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[19992147's solution](#)

340.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[19992147's solution](#)

341.

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[19992147's solution](#)

342.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[19992147's solution](#)

343.

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[19992147's solution](#)

344.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[19992147's solution](#)

345.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[19992147's solution](#)

346.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[19992147's solution](#)

347.

1497C1

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

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[19992147's solution](#)

348.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 1200 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[19992147's solution](#)

349.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-11 · last AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

[19992147's solution](#)

350.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[19992147's solution](#)

351.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[19992147's solution](#)

352.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[19992147's solution](#)

353.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,704 global accepts · Rating: 1200 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[19992147's solution](#)

354.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[19992147's solution](#)

355.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings
[19992147's solution](#)

356.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation
[19992147's solution](#)

357.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[19992147's solution](#)

358.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,236 global accepts · Rating: 1200 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[19992147's solution](#)

359.

1437B

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

Quality: 20,856 global accepts · Rating: 1200 · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[19992147's solution](#)

360.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[19992147's solution](#)

361.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,818 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[19992147's solution](#)

362.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,463 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[19992147's solution](#)

363.

1409C

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

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[19992147's solution](#)

364.

1399C

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

Quality: 32,658 global accepts · Rating: 1200 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, two pointers
[19992147's solution](#)

365.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[19992147's solution](#)

366.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[19992147's solution](#)

367.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[19992147's solution](#)

368.

1364A

[XXXXXX](#) · [Tutorial](#)

Quality: 31,365 global accepts · Rating: 1200 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[19992147's solution](#)

369.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,291 global accepts · Rating: 1200 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, two pointers

[19992147's solution](#)

370.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,375 global accepts · Rating: 1200 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[19992147's solution](#)

371.

1355A

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

Quality: 28,803 global accepts · Rating: 1200 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[19992147's solution](#)

372.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,785 global accepts · Rating: 1200 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[19992147's solution](#)

373.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[19992147's solution](#)

374.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,497 global accepts · Rating: 1200 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[19992147's solution](#)

375.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[19992147's solution](#)

376.

709C

[Letters Cyclic Shift](#) · [Tutorial](#)

Rating: 1200 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[19992147's solution](#)

377.

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,489 global accepts · Rating: 1200 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[19992147's solution](#)

378.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[19992147's solution](#)

379.

172B

[Pseudorandom Sequence Period](#) · [Tutorial](#)

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, number theory

[19992147's solution](#)

380.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[19992147's solution](#)

381.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, greedy

[19992147's solution](#)

382.

1343C

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

Quality: 44,084 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[19992147's solution](#)

383.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,640 global accepts · Rating: 1200 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[19992147's solution](#)

384.

828A

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

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[19992147's solution](#)

385.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[19992147's solution](#)

386.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[19992147's solution](#)

387.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[19992147's solution](#)

388.

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[19992147's solution](#)

389.

1185B

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

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[19992147's solution](#)

390.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,347 global accepts · Rating: 1200 · first AC: 2020-04-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[19992147's solution](#)

391.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[19992147's solution](#)

392.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,744 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[19992147's solution](#)

393.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,368 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[19992147's solution](#)

394.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[19992147's solution](#)

395.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,679 global accepts · Rating: 1200 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[19992147's solution](#)

396.

1305B

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

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

[19992147's solution](#)

397.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

[19992147's solution](#)

398.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: implementation, sortings

[19992147's solution](#)

399.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[19992147's solution](#)

400.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[19992147's solution](#)

401.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1200 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[19992147's solution](#)

402.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1200 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: data structures, implementation

[19992147's solution](#)

403.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: brute force, math

[19992147's solution](#)

404.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[19992147's solution](#)

405.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: brute force, two pointers

[19992147's solution](#)

406.

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[19992147's solution](#)

407.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,817 global accepts · Rating: 1300 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[19992147's solution](#)

408.

1155C

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

Quality: 9,772 global accepts · Rating: 1300 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[19992147's solution](#)

409.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[19992147's solution](#)

410.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[19992147's solution](#)

411.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[19992147's solution](#)

412.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[19992147's solution](#)

413.

932B

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

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2021-02-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar

[19992147's solution](#)

414.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1300 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[19992147's solution](#)

415.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,640 global accepts · Rating: 1300 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[19992147's solution](#)

416.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[19992147's solution](#)

417.

1470A

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

Quality: 29,397 global accepts · Rating: 1300 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[19992147's solution](#)

418.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[19992147's solution](#)

419.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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420.

1187B

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Quality: 12,895 global accepts · Rating: 1300 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, strings

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421.

1422B

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422.

1425H

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Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: constructive algorithms

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423.

1420C1

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Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[19992147's solution](#)

424.

1418B

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Quality: 17,559 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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425.

1407B

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426.

1401C

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427.

1381A1

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428.

1367C

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Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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429.

1364B

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430.

1366B

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431.

1365B

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432.

1360E

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Quality: 28,000 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths
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433.

1360D

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Quality: 43,019 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[19992147's solution](#)

434.

1279B

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Quality: 14,420 global accepts · Rating: 1300 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation
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435.

1352D

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Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[19992147's solution](#)

436.

1341B

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Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[19992147's solution](#)

437.

1107C

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Quality: 11,018 global accepts · Rating: 1300 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
[19992147's solution](#)

438.

1237B

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Quality: 22,788 global accepts · Rating: 1300 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers
[19992147's solution](#)

439.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[19992147's solution](#)

440.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[19992147's solution](#)

441.

722A

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Quality: 6,961 global accepts · Rating: 1300 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[19992147's solution](#)

442.

34C

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Quality: 4,765 global accepts · Rating: 1300 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: expression parsing, implementation, sortings, strings

[19992147's solution](#)

443.

716B

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[19992147's solution](#)

444.

810B

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Quality: 12,597 global accepts · Rating: 1300 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: greedy, sortings

[19992147's solution](#)

445.

828B

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[19992147's solution](#)

446.

821B

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[19992147's solution](#)

447.

814B

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Quality: 5,883 global accepts · Rating: 1300 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[19992147's solution](#)

448.

777B

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[19992147's solution](#)

449.

1209B

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Quality: 8,515 global accepts · Rating: 1300 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[19992147's solution](#)

450.

1247B2

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Quality: 1300 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[19992147's solution](#)

451.

1335D

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[19992147's solution](#)

452.

1265B

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453.

1326C

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[19992147's solution](#)

454.

1291B

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455.

1328B

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[19992147's solution](#)

456.

1322A

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Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[19992147's solution](#)

457.

1217A

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[19992147's solution](#)

458.

1307B

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459.

1311C

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[19992147's solution](#)

460.

1238B

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461.

1294C

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900B

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463.

876B

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[19992147's solution](#)

464.

870C

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Quality: 9,767 global accepts · Rating: 1300 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[19992147's solution](#)

465.

862B

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466.

844B

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467.

841C

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Rating: 1300 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: greedy

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468.

1918C

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469.

1670C

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470.

1609C

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471.

1606C

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472.

1535C

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473.

1559D1

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474.

1156A

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475.

1548A

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476.

1110B

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477.

1540A

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478.

1517C

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479.

1468C

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Quality: 10,512 global accepts · Rating: 1400 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

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480.

438A

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481.

1506D

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482.

1494B

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[19992147's solution](#)

483.

1427B

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[19992147's solution](#)

484.

1475C

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485.

1463B

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486.

516A

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487.

1462D

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[19992147's solution](#)

488.

1461B

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489.

1167C

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490.

1167B

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491.

1453B

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492.

1197C

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[19992147's solution](#)

493.

1456A

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[19992147's solution](#)

494.

1451C

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495.

1380C

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496.

1380B

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[19992147's solution](#)

497.

1452B

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[19992147's solution](#)

498.

1421C

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499.

1408B

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500.

1425A

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501.

1425F

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[19992147's solution](#)

502.

1375C

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503.

1369C

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Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers

[19992147's solution](#)

504.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[19992147's solution](#)

505.

1365C

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[19992147's solution](#)

506.

1354C1

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Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math, ternary search

[19992147's solution](#)

507.

1355D

[Game With Array](#) · [Tutorial](#)

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[19992147's solution](#)

508.

1279C

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

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[19992147's solution](#)

509.

1350B

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Quality: 29,468 global accepts · Rating: 1400 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[19992147's solution](#)

510.

1351C

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Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[19992147's solution](#)

511.

1348B

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Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

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512.

981C

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513.

711B

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Quality: 8,639 global accepts · Rating: 1400 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
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514.

710B

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515.

762B

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516.

762A

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[19992147's solution](#)

517.

898C

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Quality: 5,794 global accepts · Rating: 1400 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[19992147's solution](#)

518.

1215B

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519.

1228B

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[19992147's solution](#)

520.

1200C

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[19992147's solution](#)

521.

1189C

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522.

1330B

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

Quality: 14,537 global accepts · Rating: 1400 · first AC: 2020-04-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[19992147's solution](#)

523.

1332B

[Composite Coloring](#) · [Tutorial](#)

Quality: 18,957 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[19992147's solution](#)

524.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,101 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[19992147's solution](#)

525.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[19992147's solution](#)

526.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[19992147's solution](#)

527.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[19992147's solution](#)

528.

1303B

[National Project](#) · [Tutorial](#)

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

[19992147's solution](#)

529.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[19992147's solution](#)

530.

1284B

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

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

[19992147's solution](#)

531.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[19992147's solution](#)

532.

1282B1

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

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[19992147's solution](#)

533.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[19992147's solution](#)

534.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[19992147's solution](#)

535.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[19992147's solution](#)

536.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[19992147's solution](#)

537.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1400 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: implementation

[19992147's solution](#)

538.

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,893 global accepts · Rating: 1400 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: geometry, math

[19992147's solution](#)

539.

844C

[Sorting by Subsequences](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: dfs and similar, math

[19992147's solution](#)

540.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[19992147's solution](#)

541.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[19992147's solution](#)

542.

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[19992147's solution](#)

543.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[19992147's solution](#)

544.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[19992147's solution](#)

545.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1500 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[19992147's solution](#)

546.

1542B

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

Quality: 26,544 global accepts · Rating: 1500 · first AC: 2021-07-06 · last AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[19992147's solution](#)

547.

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[19992147's solution](#)

548.

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[19992147's solution](#)

549.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

[19992147's solution](#)

550.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, two pointers

[19992147's solution](#)

551.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,503 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[19992147's solution](#)

552.

1404A

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

Quality: 19,395 global accepts · Rating: 1500 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[19992147's solution](#)

553.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,488 global accepts · Rating: 1500 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[19992147's solution](#)

554.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1500 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[19992147's solution](#)

555.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[19992147's solution](#)

556.

1416A

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

Quality: 16,726 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[19992147's solution](#)

557.

1391C

[Cyclic Permutations](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[19992147's solution](#)

558.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[19992147's solution](#)

559.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[19992147's solution](#)

560.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics

[19992147's solution](#)

561.

1466D

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

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[19992147's solution](#)

562.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[19992147's solution](#)

563.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[19992147's solution](#)

564.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[19992147's solution](#)

565.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[19992147's solution](#)

566.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[19992147's solution](#)

567.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,566 global accepts · Rating: 1500 · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers

[19992147's solution](#)

568.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[19992147's solution](#)

569.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[19992147's solution](#)

570.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,151 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[19992147's solution](#)

571.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[19992147's solution](#)

572.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[19992147's solution](#)

573.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[19992147's solution](#)

574.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[19992147's solution](#)

575.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[19992147's solution](#)

576.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[19992147's solution](#)

577.

1368B

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

Quality: 21,443 global accepts · Rating: 1500 · first AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[19992147's solution](#)

578.

1366C

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

Quality: 14,262 global accepts · Rating: 1500 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[19992147's solution](#)

579.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[19992147's solution](#)

580.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, two pointers

[19992147's solution](#)

581.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math

[19992147's solution](#)

582.

1341C

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

Rating: 1500 · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[19992147's solution](#)

583.

1236B

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

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[19992147's solution](#)

584.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,622 global accepts · Rating: 1500 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, shortest paths

[19992147's solution](#)

585.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,482 global accepts · Rating: 1500 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[19992147's solution](#)

586.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[19992147's solution](#)

587.

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[19992147's solution](#)

588.

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, sortings

[19992147's solution](#)

589.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,119 global accepts · Rating: 1500 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[19992147's solution](#)

590.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[19992147's solution](#)

591.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,734 global accepts · Rating: 1500 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[19992147's solution](#)

592.

791C

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[19992147's solution](#)

593.

791B

[Bear and Friendship Condition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[19992147's solution](#)

594.

810C

[Do you want a date?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, sortings

[19992147's solution](#)

595.

902C

[Hashing Trees](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[19992147's solution](#)

596.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[19992147's solution](#)

597.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,563 global accepts · Rating: 1500 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[19992147's solution](#)

598.

825D

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

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation

[19992147's solution](#)

599.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1500 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, trees

[19992147's solution](#)

600.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,944 global accepts · Rating: 1500 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[19992147's solution](#)

601.

1186D

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

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[19992147's solution](#)

602.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[19992147's solution](#)

603.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[19992147's solution](#)

604.

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-04-07 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[19992147's solution](#)

605.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2020-04-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[19992147's solution](#)

606.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,770 global accepts · Rating: 1500 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[19992147's solution](#)

607.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,864 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[19992147's solution](#)

608.

1325C

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

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

[19992147's solution](#)

609.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[19992147's solution](#)

610.

1313C1

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

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

[19992147's solution](#)

611.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[19992147's solution](#)

612.

1301B

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

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

[19992147's solution](#)

613.

1299A

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

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

[19992147's solution](#)

614.

1296D

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

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[19992147's solution](#)

615.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[19992147's solution](#)

616.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: greedy, math
[19992147's solution](#)

617.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[19992147's solution](#)

618.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[19992147's solution](#)

619.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[19992147's solution](#)

620.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: implementation
[19992147's solution](#)

621.

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: greedy
[19992147's solution](#)

622.

697C

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-10-25 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees
[19992147's solution](#)

623.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,930 global accepts · Rating: 1500 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: brute force, dp
[19992147's solution](#)

624.

876D

[Sorting the Coins](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: dsu, implementation, sortings, trees, two pointers
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625.

868C

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626.

864C

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Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math

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627.

864D

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Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[19992147's solution](#)

628.

855B

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[19992147's solution](#)

629.

861B

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[19992147's solution](#)

630.

861C

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[19992147's solution](#)

631.

854C

[Planning](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: —

[19992147's solution](#)

632.

743C

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Quality: 13,404 global accepts · Rating: 1500 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

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633.

745C

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Rating: 1500 · first AC: 2017-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[19992147's solution](#)

634.

845C

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Quality: 13,741 global accepts · Rating: 1500 · first AC: 2017-08-23 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[19992147's solution](#)

635.

839C

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Quality: 20,098 global accepts · Rating: 1500 · first AC: 2017-08-12 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[19992147's solution](#)

636.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[19992147's solution](#)

637.

1920C

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Quality: 19,926 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[19992147's solution](#)

638.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[19992147's solution](#)

639.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[19992147's solution](#)

640.

1609D

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Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[19992147's solution](#)

641.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-25 · last AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[19992147's solution](#)

642.

1612D

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Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[19992147's solution](#)

643.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[19992147's solution](#)

644.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[19992147's solution](#)

645.

1025B

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Quality: 8,509 global accepts · Rating: 1600 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, number theory

[19992147's solution](#)

646.

1555D

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Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[19992147's solution](#)

647.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,301 global accepts · Rating: 1600 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[19992147's solution](#)

648.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, sortings
[19992147's solution](#)

649.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
[19992147's solution](#)

650.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[19992147's solution](#)

651.

1537E1

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

Quality: 16,317 global accepts · Rating: 1600 · first AC: 2021-06-19 · last AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers
[19992147's solution](#)

652.

1528A

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

Quality: 18,993 global accepts · Rating: 1600 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
[19992147's solution](#)

653.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,981 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math
[19992147's solution](#)

654.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[19992147's solution](#)

655.

1519D

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Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers
[19992147's solution](#)

656.

1503A

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Quality: 14,610 global accepts · Rating: 1600 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[19992147's solution](#)

657.

1137B

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Quality: 7,013 global accepts · Rating: 1600 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, strings
[19992147's solution](#)

658.

1137A

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Quality: 4,677 global accepts · Rating: 1600 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[19992147's solution](#)

659.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[19992147's solution](#)

660.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[19992147's solution](#)

661.

1148B

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Quality: 7,941 global accepts · Rating: 1600 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, two pointers
[19992147's solution](#)

662.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[19992147's solution](#)

663.

1261B1

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

Rating: 1600 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[19992147's solution](#)

664.

932C

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Quality: 4,239 global accepts · Rating: 1600 · first AC: 2021-02-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms
[19992147's solution](#)

665.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
[19992147's solution](#)

666.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1600 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive
[19992147's solution](#)

667.

1481C

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Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[19992147's solution](#)

668.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2021-02-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[19992147's solution](#)

669.

1476C

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Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[19992147's solution](#)

670.

603A

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Quality: 8,252 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[19992147's solution](#)

671.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[19992147's solution](#)

672.

1475E

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

Quality: 17,675 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[19992147's solution](#)

673.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[19992147's solution](#)

674.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[19992147's solution](#)

675.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy

[19992147's solution](#)

676.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1600 · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, expression parsing, implementation

[19992147's solution](#)

677.

1455D

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

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[19992147's solution](#)

678.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[19992147's solution](#)

679.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths, trees
[19992147's solution](#)

680.

1389B

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Quality: 20,356 global accepts · Rating: 1600 · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy
[19992147's solution](#)

681.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers
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682.

1398C

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Quality: 36,636 global accepts · Rating: 1600 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
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683.

1364C

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Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[19992147's solution](#)

684.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: math
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685.

1353D

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Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, sortings
[19992147's solution](#)

686.

1344A

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Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, sortings
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687.

1352G

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Quality: 24,809 global accepts · Rating: 1600 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
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688.

1349A

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689.

1348C

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Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[19992147's solution](#)

690.

1327C

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Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[19992147's solution](#)

691.

1342C

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[19992147's solution](#)

692.

962D

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Quality: 7,364 global accepts · Rating: 1600 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[19992147's solution](#)

693.

1337C

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Rating: 1600 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[19992147's solution](#)

694.

234E

[Champions' League](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: 1600 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[19992147's solution](#)

695.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,368 global accepts · Rating: 1600 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[19992147's solution](#)

696.

678C

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Quality: 11,047 global accepts · Rating: 1600 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[19992147's solution](#)

697.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,520 global accepts · Rating: 1600 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[19992147's solution](#)

698.

722C

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Quality: 11,473 global accepts · Rating: 1600 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[19992147's solution](#)

699.

1B

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Quality: 26,321 global accepts · Rating: 1600 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[19992147's solution](#)

700.

7B

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Quality: 2,957 global accepts · Rating: 1600 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[19992147's solution](#)

701.

510C

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Quality: 22,174 global accepts · Rating: 1600 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, sortings
[19992147's solution](#)

702.

731C

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Quality: 7,864 global accepts · Rating: 1600 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[19992147's solution](#)

703.

59C

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Quality: 2,455 global accepts · Rating: 1600 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: expression parsing
[19992147's solution](#)

704.

764C

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

Rating: 1600 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees
[19992147's solution](#)

705.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation
[19992147's solution](#)

706.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[19992147's solution](#)

707.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[19992147's solution](#)

708.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,397 global accepts · Rating: 1600 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
[19992147's solution](#)

709.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[19992147's solution](#)

710.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,887 global accepts · Rating: 1600 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[19992147's solution](#)

711.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[19992147's solution](#)

712.

831E

[Cards Sorting](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[19992147's solution](#)

713.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings
[19992147's solution](#)

714.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, strings, two pointers
[19992147's solution](#)

715.

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[19992147's solution](#)

716.

1241C

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy
[19992147's solution](#)

717.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

718.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: trees
[19992147's solution](#)

719.

1336A

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

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[19992147's solution](#)

720.

1334C

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

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[19992147's solution](#)

721.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[19992147's solution](#)

722.

1305C

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

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

[19992147's solution](#)

723.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[19992147's solution](#)

724.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

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

[19992147's solution](#)

725.

1290A

[Mind Control](#) · [Tutorial](#)

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

[19992147's solution](#)

726.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[19992147's solution](#)

727.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[19992147's solution](#)

728.

1238C

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

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2020-01-26 · GNU C++11 (first AC) · Tags: dp, greedy, math

[19992147's solution](#)

729.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math

[19992147's solution](#)

730.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: combinatorics, dp
[19992147's solution](#)

731.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: combinatorics, math
[19992147's solution](#)

732.

1282B2

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

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[19992147's solution](#)

733.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: greedy
[19992147's solution](#)

734.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: graphs, greedy, number theory, shortest paths
[19992147's solution](#)

735.

879C

[Short Program](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, graph matchings
[19992147's solution](#)

736.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2017-10-24 · GNU C++11 (first AC) · Tags: constructive algorithms
[19992147's solution](#)

737.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-10-13 · GNU C++11 (first AC) · Tags: greedy, two pointers
[19992147's solution](#)

738.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,506 global accepts · Rating: 1600 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation
[19992147's solution](#)

739.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2017-09-26 · GNU C++11 (first AC) · Tags: data structures, hashing
[19992147's solution](#)

740.

861D

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Rating: 1600 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, strings
[19992147's solution](#)

741.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,750 global accepts · Rating: 1600 · first AC: 2017-09-07 · GNU C++11 (first AC) · Tags: math, number theory

[19992147's solution](#)

742.

742C

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: dfs and similar, math

[19992147's solution](#)

743.

849C

[From Y to Y](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms

[19992147's solution](#)

744.

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 1600 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: brute force, geometry

[19992147's solution](#)

745.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[19992147's solution](#)

746.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: sortings, two pointers

[19992147's solution](#)

747.

1586C

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

Rating: 1700 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[19992147's solution](#)

748.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-14 · last AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[19992147's solution](#)

749.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[19992147's solution](#)

750.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[19992147's solution](#)

751.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[19992147's solution](#)

752.

1543D1

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

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[19992147's solution](#)

753.

1537D

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

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[19992147's solution](#)

754.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[19992147's solution](#)

755.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[19992147's solution](#)

756.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, hashing, number theory

[19992147's solution](#)

757.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[19992147's solution](#)

758.

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[19992147's solution](#)

759.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[19992147's solution](#)

760.

1086B

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

Rating: 1700 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, trees

[19992147's solution](#)

761.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-01 · last AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[19992147's solution](#)

762.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures
[19992147's solution](#)

763.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search
[19992147's solution](#)

764.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,008 global accepts · Rating: 1700 · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory
[19992147's solution](#)

765.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
[19992147's solution](#)

766.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation
[19992147's solution](#)

767.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, sortings
[19992147's solution](#)

768.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers
[19992147's solution](#)

769.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[19992147's solution](#)

770.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings
[19992147's solution](#)

771.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings
[19992147's solution](#)

772.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[19992147's solution](#)

773.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[19992147's solution](#)

774.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[19992147's solution](#)

775.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[19992147's solution](#)

776.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[19992147's solution](#)

777.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, math

[19992147's solution](#)

778.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[19992147's solution](#)

779.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[19992147's solution](#)

780.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[19992147's solution](#)

781.

1392D

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

Quality: 9,766 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[19992147's solution](#)

782.

1381A2

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

Quality: 14,327 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[19992147's solution](#)

783.

1368D

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

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[19992147's solution](#)

784.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[19992147's solution](#)

785.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[19992147's solution](#)

786.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[19992147's solution](#)

787.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[19992147's solution](#)

788.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities

[19992147's solution](#)

789.

1341D

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

Rating: 1700 · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[19992147's solution](#)

790.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[19992147's solution](#)

791.

1337D

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

Rating: 1700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[19992147's solution](#)

792.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[19992147's solution](#)

793.

1248C

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

Rating: 1700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[19992147's solution](#)

794.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dp

[19992147's solution](#)

795.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dp

[19992147's solution](#)

796.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[19992147's solution](#)

797.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[19992147's solution](#)

798.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[19992147's solution](#)

799.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[19992147's solution](#)

800.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[19992147's solution](#)

801.

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[19992147's solution](#)

802.

126B

[Password](#) · [Tutorial](#)

Quality: 24,774 global accepts · Rating: 1700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[19992147's solution](#)

803.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, math

[19992147's solution](#)

804.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[19992147's solution](#)

805.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[19992147's solution](#)

806.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[19992147's solution](#)

807.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[19992147's solution](#)

808.

834C

[The Meaningless Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[19992147's solution](#)

809.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[19992147's solution](#)

810.

828C

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

Rating: 1700 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[19992147's solution](#)

811.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math

[19992147's solution](#)

812.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[19992147's solution](#)

813.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[19992147's solution](#)

814.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[19992147's solution](#)

815.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math
[19992147's solution](#)

816.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers
[19992147's solution](#)

817.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math
[19992147's solution](#)

818.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[19992147's solution](#)

819.

1333C

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

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[19992147's solution](#)

820.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[19992147's solution](#)

821.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[19992147's solution](#)

822.

1324E

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

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[19992147's solution](#)

823.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[19992147's solution](#)

824.

1217C

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

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[19992147's solution](#)

825.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[19992147's solution](#)

826.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[19992147's solution](#)

827.

1301C

[Ayoub's function](#) · [Tutorial](#)

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828.

1295B

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829.

1229A

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830.

1292B

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831.

1268A

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Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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832.

1278C

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[19992147's solution](#)

833.

1281C

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834.

1261A

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835.

917B

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836.

900C

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837.

163A

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838.

732D

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839.

219D

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840.

276D

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[19992147's solution](#)

841.

738D

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Rating: 1700 · first AC: 2017-09-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[19992147's solution](#)

842.

851C

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Rating: 1700 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[19992147's solution](#)

843.

1935D

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Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math

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844.

1935C

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845.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

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[19992147's solution](#)

846.

1904D2

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Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[19992147's solution](#)

847.

1394A

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Quality: 7,122 global accepts · Rating: 1800 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[19992147's solution](#)

848.

1586D

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[19992147's solution](#)

849.

1582F1

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Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[19992147's solution](#)

850.

1535D

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Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[19992147's solution](#)

851.

1156B

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Quality: 6,576 global accepts · Rating: 1800 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[19992147's solution](#)

852.

1548B

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Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-02 · last AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[19992147's solution](#)

853.

1552D

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algorithms, dfs and similar, dp, graphs, math

[19992147's solution](#)

854.

1552C

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

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[19992147's solution](#)

855.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[19992147's solution](#)

856.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[19992147's solution](#)

857.

1517D

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Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[19992147's solution](#)

858.

1468J

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[19992147's solution](#)

859.

1508B

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[19992147's solution](#)

860.

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[19992147's solution](#)

861.

1261B2

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Rating: 1800 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[19992147's solution](#)

862.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[19992147's solution](#)

863.

1500A

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Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation,

math

[19992147's solution](#)

864.

1491D

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Quality: 8,288 global accepts · Rating: 1800 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

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865.

1109B

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Quality: 4,537 global accepts · Rating: 1800 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, strings

[19992147's solution](#)

866.

1388C

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[19992147's solution](#)

867.

1446B

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Quality: 9,038 global accepts · Rating: 1800 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[19992147's solution](#)

868.

1442B

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Quality: 5,292 global accepts · Rating: 1800 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[19992147's solution](#)

869.

1442A

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Quality: 9,722 global accepts · Rating: 1800 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[19992147's solution](#)

870.

1396B

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[19992147's solution](#)

871.

603B

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872.

1477A

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Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[19992147's solution](#)

873.

1475D

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[19992147's solution](#)

874.

1466E

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875.

1463C

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876.

543A

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877.

1462F

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878.

1207D

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Quality: 6,702 global accepts · Rating: 1800 · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

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879.

1187C

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880.

1437C

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Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

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881.

1420D

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882.

1409E

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883.

1398D

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884.

1401D

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885.

1381B

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886.

1367D

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887.

1355C

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888.

1283E

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889.

1283D

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890.

1327E

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891.

983B

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892.

1090D

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893.

1244D

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894.

691C

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895.

54B

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896.

947C

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Rating: 1800 · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings, trees
[19992147's solution](#)

897.

831D

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Rating: 1800 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy
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898.

822D

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Quality: 3,283 global accepts · Rating: 1800 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
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899.

794C

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Quality: 3,327 global accepts · Rating: 1800 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings
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900.

777D

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Quality: 5,251 global accepts · Rating: 1800 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, strings
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901.

1247D

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902.

1186C

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Quality: 6,547 global accepts · Rating: 1800 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[19992147's solution](#)

903.

1330C

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Rating: 1800 · first AC: 2020-04-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[19992147's solution](#)

904.

1339D

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Rating: 1800 · first AC: 2020-04-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[19992147's solution](#)

905.

1335E2

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Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[19992147's solution](#)

906.

1334D

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Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[19992147's solution](#)

907.

1326D2

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-04-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[19992147's solution](#)

908.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[19992147's solution](#)

909.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[19992147's solution](#)

910.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,196 global accepts · Rating: 1800 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

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911.

1316C

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

[19992147's solution](#)

912.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[19992147's solution](#)

913.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[19992147's solution](#)

914.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs,

greedy, sortings

[19992147's solution](#)

915.

1290B

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

Quality: 7,166 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[19992147's solution](#)

916.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[19992147's solution](#)

917.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: greedy

[19992147's solution](#)

918.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[19992147's solution](#)

919.

1254B1

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

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[19992147's solution](#)

920.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[19992147's solution](#)

921.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[19992147's solution](#)

922.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[19992147's solution](#)

923.

1281D

[Beingawesomeism](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[19992147's solution](#)

924.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[19992147's solution](#)

925.

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: combinatorics, math

[19992147's solution](#)

926.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-30 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[19992147's solution](#)

927.

894B

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Quality: 4,700 global accepts · Rating: 1800 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

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928.

148D

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929.

873D

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930.

688D

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931.

869C

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932.

727D

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933.

854D

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934.

846C

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935.

743D

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936.

7C

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937.

1918D

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938.

1895D

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939.

1902E

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940.

1591D

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941.

1613D

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942.

1074B

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943.

1155D

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944.

1508A

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945.

438B

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946.

1483B

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947.

1120A

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948.

1208D

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949.

1495B

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950.

1494C

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951.

1492D

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Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[19992147's solution](#)

952.

1404B

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953.

1486C2

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Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

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954.

1463D

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Quality: 4,836 global accepts · Rating: 1900 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

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955.

1479B1

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[19992147's solution](#)

956.

1434A

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Rating: 1900 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[19992147's solution](#)

957.

1444B

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958.

1477B

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959.

1439A2

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[19992147's solution](#)

960.

1436D

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961.

1475G

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Quality: 7,820 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, sortings

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962.

1475F

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[19992147's solution](#)

963.

1467C

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Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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964.

1470B

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[19992147's solution](#)

965.

1207E

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Quality: 6,655 global accepts · Rating: 1900 · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, interactive, math

[19992147's solution](#)

966.

1453D

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Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[19992147's solution](#)

967.

1197D

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Quality: 5,781 global accepts · Rating: 1900 · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[19992147's solution](#)

968.

1175D

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Quality: 7,068 global accepts · Rating: 1900 · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[19992147's solution](#)

969.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

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970.

1400D

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[19992147's solution](#)

971.

1375D

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Quality: 10,143 global accepts · Rating: 1900 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[19992147's solution](#)

972.

1369D

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Quality: 9,230 global accepts · Rating: 1900 · first AC: 2020-06-25 · last AC: 2020-06-25 · Java 11 (first AC) · Tags: dp, graphs, greedy, math, trees

[19992147's solution](#)

973.

1367E

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[19992147's solution](#)

974.

1365E

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Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

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975.

1361B

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Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

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976.

1358D

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977.

1360G

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978.

1354D

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979.

1353E

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980.

1348D

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981.

1342D

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982.

46E

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983.

981D

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984.

1081E

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Quality: 2,820 global accepts · Rating: 1900 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

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985.

1168B

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986.

1206D

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987.

1220D

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988.

1214D

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989.

1237C2

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990.

1054D

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Quality: 2,415 global accepts · Rating: 1900 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[19992147's solution](#)

991.

1060D

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992.

366C

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Quality: 5,883 global accepts · Rating: 1900 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dp

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993.

20C

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994.

95C

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995.

750D

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996.

535D

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structures, strings

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997.

835D

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998.

832D

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Quality: 4,484 global accepts · Rating: 1900 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

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999.

811C

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1000.

1228D

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1001.

1200D

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1002.

1328E

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1003.

1305D

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1004.

1307D

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1005.

1311F

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1006.

1313C2

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[19992147's solution](#)

1007.

1303D

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1008.

1238D

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1009.

1294E

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1010.

1272E

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[19992147's solution](#)

1011.

1270D

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Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, sortings

[19992147's solution](#)

1012.

1276B

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Quality: 5,670 global accepts · Rating: 1900 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[19992147's solution](#)

1013.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

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1014.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[19992147's solution](#)

1015.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[19992147's solution](#)

1016.

711D

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Quality: 4,971 global accepts · Rating: 1900 · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[19992147's solution](#)

1017.

686D

[Kay and Snowflake](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[19992147's solution](#)

1018.

867C

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-10-01 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, ternary search

[19992147's solution](#)

1019.

722D

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Quality: 3,350 global accepts · Rating: 1900 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[19992147's solution](#)

1020.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[19992147's solution](#)

1021.

740D

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

Rating: 1900 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graph matchings, graphs

[19992147's solution](#)

1022.

862C

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

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: constructive algorithms

[19992147's solution](#)

1023.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive

[19992147's solution](#)

1024.

839B

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Quality: 3,438 global accepts · Rating: 1900 · first AC: 2017-08-12 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[19992147's solution](#)

1025.

1674G

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Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[19992147's solution](#)

1026.

1616D

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Quality: 5,567 global accepts · Rating: 2000 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[19992147's solution](#)

1027.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[19992147's solution](#)

1028.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[19992147's solution](#)

1029.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[19992147's solution](#)

1030.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[19992147's solution](#)

1031.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 2000 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[19992147's solution](#)

1032.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[19992147's solution](#)

1033.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[19992147's solution](#)

1034.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[19992147's solution](#)

1035.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[19992147's solution](#)

1036.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[19992147's solution](#)

1037.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[19992147's solution](#)

1038.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[19992147's solution](#)

1039.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[19992147's solution](#)

1040.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[19992147's solution](#)

1041.

1427D

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

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[19992147's solution](#)

1042.

1427C

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

Quality: 6,071 global accepts · Rating: 2000 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[19992147's solution](#)

1043.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[19992147's solution](#)

1044.

516B

[Brazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, greedy, implementation

[19992147's solution](#)

1045.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-12-01 · last AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[19992147's solution](#)

1046.

1451E1

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

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[19992147's solution](#)

1047.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 2000 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[19992147's solution](#)

1048.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[19992147's solution](#)

1049.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[19992147's solution](#)

1050.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,337 global accepts · Rating: 2000 · first AC: 2020-09-03 · last AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[19992147's solution](#)

1051.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[19992147's solution](#)

1052.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[19992147's solution](#)

1053.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[19992147's solution](#)

1054.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[19992147's solution](#)

1055.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[19992147's solution](#)

1056.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[19992147's solution](#)

1057.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[19992147's solution](#)

1058.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, math

[19992147's solution](#)

1059.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[19992147's solution](#)

1060.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[19992147's solution](#)

1061.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[19992147's solution](#)

1062.

1090K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[19992147's solution](#)

1063.

1190D

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

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[19992147's solution](#)

1064.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[19992147's solution](#)

1065.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[19992147's solution](#)

1066.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[19992147's solution](#)

1067.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp

[19992147's solution](#)

1068.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[19992147's solution](#)

1069.

31D

[Chocolate](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2000 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[19992147's solution](#)

1070.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2000 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math

[19992147's solution](#)

1071.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[19992147's solution](#)

1072.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[19992147's solution](#)

1073.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,213 global accepts · Rating: 2000 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[19992147's solution](#)

1074.

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, strings

[19992147's solution](#)

1075.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[19992147's solution](#)

1076.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[19992147's solution](#)

1077.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[19992147's solution](#)

1078.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2020-04-17 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[19992147's solution](#)

1079.

1241D

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, two pointers

[19992147's solution](#)

1080.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,366 global accepts · Rating: 2000 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[19992147's solution](#)

1081.

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[19992147's solution](#)

1082.

1316D

[Nash Matrix](#) · [Tutorial](#)

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

[19992147's solution](#)

1083.

1320C

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

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[19992147's solution](#)

1084.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[19992147's solution](#)

1085.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[19992147's solution](#)

1086.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[19992147's solution](#)

1087.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[19992147's solution](#)

1088.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[19992147's solution](#)

1089.

1229B

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

Rating: 2000 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[19992147's solution](#)

1090.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: dp, two pointers

[19992147's solution](#)

1091.

1244E

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

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2020-01-25 · last AC: 2020-01-25 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[19992147's solution](#)

1092.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,865 global accepts · Rating: 2000 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[19992147's solution](#)

1093.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2020-01-21 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[19992147's solution](#)

1094.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings, strings

[19992147's solution](#)

1095.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 2000 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[19992147's solution](#)

1096.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: data structures

[19992147's solution](#)

1097.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, dp

[19992147's solution](#)

1098.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: dp, greedy, math

[19992147's solution](#)

1099.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[19992147's solution](#)

1100.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[19992147's solution](#)

1101.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2018-01-15 · GNU C++11 (first AC) · Tags: *special, dfs and similar, hashing, strings

[19992147's solution](#)

1102.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[19992147's solution](#)

1103.

892D

[Gluttony](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[19992147's solution](#)

1104.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,499 global accepts · Rating: 2000 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[19992147's solution](#)

1105.

667D

[World Tour](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-13 · GNU C++11 (first AC) · Tags: brute force, graphs, shortest paths

[19992147's solution](#)

1106.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[19992147's solution](#)

1107.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2017-09-26 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[19992147's solution](#)

1108.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: dp, sortings

[19992147's solution](#)

1109.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 2000 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: dp, trees

[19992147's solution](#)

1110.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,044 global accepts · Rating: 2000 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: binary search, divide and conquer, interactive

[19992147's solution](#)

1111.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2017-08-31 · last AC: 2017-09-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[19992147's solution](#)

1112.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,485 global accepts · Rating: 2000 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: binary search, data structures

[19992147's solution](#)

1113.

844D

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

Rating: 2000 · first AC: 2017-08-25 · GNU C++11 (first AC) · Tags: brute force, interactive, probabilities

[19992147's solution](#)

1114.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[19992147's solution](#)

1115.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[19992147's solution](#)

1116.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[19992147's solution](#)

1117.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[19992147's solution](#)

1118.

1074C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, geometry

[19992147's solution](#)

1119.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-27 · last AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[19992147's solution](#)

1120.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[19992147's solution](#)

1121.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[19992147's solution](#)

1122.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, trees

[19992147's solution](#)

1123.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[19992147's solution](#)

1124.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, trees

[19992147's solution](#)

1125.

1555E

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1499D

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485D

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854E

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1557D

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1110D

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1537E2

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1537F

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1468H

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1468A

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1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[19992147's solution](#)

1222.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[19992147's solution](#)

1223.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[19992147's solution](#)

1224.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · last AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[19992147's solution](#)

1225.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2021-02-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, trees

[19992147's solution](#)

1226.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-19 · last AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[19992147's solution](#)

1227.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[19992147's solution](#)

1228.

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2021-01-29 · last AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[19992147's solution](#)

1229.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[19992147's solution](#)

1230.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 2200 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[19992147's solution](#)

1231.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[19992147's solution](#)

1232.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[19992147's solution](#)

1233.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-12 · PyPy 3 (first AC) · Tags: brute force, graphs, greedy, implementation, math

[19992147's solution](#)

1234.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings

[19992147's solution](#)

1235.

1175E

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

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[19992147's solution](#)

1236.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-14 · last AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[19992147's solution](#)

1237.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[19992147's solution](#)

1238.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[19992147's solution](#)

1239.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: greedy, implementation

[19992147's solution](#)

1240.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[19992147's solution](#)

1241.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[19992147's solution](#)

1242.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[19992147's solution](#)

1243.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[19992147's solution](#)

1244.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[19992147's solution](#)

1245.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[19992147's solution](#)

1246.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[19992147's solution](#)

1247.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-25 · last AC: 2020-05-16 · GNU C++11 (first AC) · Tags: bitmasks, dp

[19992147's solution](#)

1248.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[19992147's solution](#)

1249.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[19992147's solution](#)

1250.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[19992147's solution](#)

1251.

1337E

[Kaavi and Magic Spell](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[19992147's solution](#)

1252.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[19992147's solution](#)

1253.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[19992147's solution](#)

1254.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[19992147's solution](#)

1255.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings

[19992147's solution](#)

1256.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[19992147's solution](#)

1257.

11C

[How Many Squares?](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2200 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[19992147's solution](#)

1258.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[19992147's solution](#)

1259.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: data structures

[19992147's solution](#)

1260.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 2200 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs

[19992147's solution](#)

1261.

7D

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

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[19992147's solution](#)

1262.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[19992147's solution](#)

1263.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[19992147's solution](#)

1264.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[19992147's solution](#)

1265.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[19992147's solution](#)

1266.

1339E

[Perfect Triples](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-04-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[19992147's solution](#)

1267.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-13 · last AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[19992147's solution](#)

1268.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[19992147's solution](#)

1269.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[19992147's solution](#)

1270.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[19992147's solution](#)

1271.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[19992147's solution](#)

1272.

1311E

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

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[19992147's solution](#)

1273.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[19992147's solution](#)

1274.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[19992147's solution](#)

1275.

1238F

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2020-01-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[19992147's solution](#)

1276.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2020-01-26 · GNU C++11 (first AC) · Tags: bitmasks, dp

[19992147's solution](#)

1277.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2020-01-21 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[19992147's solution](#)

1278.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, trees

[19992147's solution](#)

1279.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: brute force, data structures

[19992147's solution](#)

1280.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[19992147's solution](#)**1281.**

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2019-12-16 · GNU C++11 (first AC) · Tags: dp, strings, two pointers

[19992147's solution](#)**1282.**

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: brute force, data structures, trees

[19992147's solution](#)**1283.**

876F

[High Cry](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures

[19992147's solution](#)**1284.**

664D

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[19992147's solution](#)**1285.**

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[19992147's solution](#)**1286.**

680D

[Bear and Tower of Cubes](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[19992147's solution](#)**1287.**

712D

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

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2017-10-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[19992147's solution](#)**1288.**

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, sortings

[19992147's solution](#)**1289.**

253E

[Printer](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2200 · first AC: 2017-08-22 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings

[19992147's solution](#)**1290.**

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2017-08-14 · last AC: 2017-08-14 · GNU C++ (first AC) · Tags: combinatorics, dp, math,

number theory

[19992147's solution](#)

1291.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[19992147's solution](#)

1292.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[19992147's solution](#)

1293.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[19992147's solution](#)

1294.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[19992147's solution](#)

1295.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[19992147's solution](#)

1296.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[19992147's solution](#)

1297.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[19992147's solution](#)

1298.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[19992147's solution](#)

1299.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-01-20 · last AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[19992147's solution](#)

1300.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[19992147's solution](#)

1301.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[19992147's solution](#)

1302.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy

[19992147's solution](#)

1303.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[19992147's solution](#)

1304.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[19992147's solution](#)

1305.

1695D2

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

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[19992147's solution](#)

1306.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[19992147's solution](#)

1307.

1681F

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

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[19992147's solution](#)

1308.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dp

[19992147's solution](#)

1309.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[19992147's solution](#)

1310.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[19992147's solution](#)

1311.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[19992147's solution](#)

1312.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-03-02 · last AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[19992147's solution](#)

1313.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities

[19992147's solution](#)

1314.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[19992147's solution](#)

1315.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[19992147's solution](#)

1316.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2300 · first AC: 2021-11-25 · last AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

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1317.

1601C

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1318.

1603C

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1319.

1468M

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1320.

1156F

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1321.

960E

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1322.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory
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1323.

1552E

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1324.

1553F

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1325.

1540B

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1326.

1464C

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1327.

1534E

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Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths
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1328.

1536E

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1329.

1528C

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1330.

860D

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Rating: 2300 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

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1331.

901C

[Bipartite Segments](#) · [Tutorial](#)

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1332.

1148E

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[19992147's solution](#)

1333.

1086C

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

Rating: 2300 · first AC: 2021-03-15 · last AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[19992147's solution](#)

1334.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

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1335.

1494D

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Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

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1336.

1450C2

[Erich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2021-02-23 · last AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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1337.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[19992147's solution](#)

1338.

1476E

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Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[19992147's solution](#)

1339.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2021-02-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

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1340.

601C

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

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[19992147's solution](#)

1341.

516C

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[19992147's solution](#)

1342.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[19992147's solution](#)

1343.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math, sortings

[19992147's solution](#)

1344.

1453E

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Quality: 2,227 global accepts · Rating: 2300 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[19992147's solution](#)

1345.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2020-12-03 · last AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[19992147's solution](#)

1346.

1451E2

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

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[19992147's solution](#)

1347.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, trees

[19992147's solution](#)

1348.

1422D

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Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, sortings

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1349.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

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1350.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

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[19992147's solution](#)

1351.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, sortings

[19992147's solution](#)

1352.

1182E

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Quality: 3,329 global accepts · Rating: 2300 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, number theory

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1353.

1379D

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Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[19992147's solution](#)

1354.

1342E

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Quality: 3,559 global accepts · Rating: 2300 · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[19992147's solution](#)

1355.

727E

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Quality: 1,555 global accepts · Rating: 2300 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, string suffix structures, strings

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1356.

600E

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Quality: 18,413 global accepts · Rating: 2300 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[19992147's solution](#)

1357.

1096F

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Quality: 2,060 global accepts · Rating: 2300 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[19992147's solution](#)

1358.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[19992147's solution](#)

1359.

936C

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Quality: 1,259 global accepts · Rating: 2300 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[19992147's solution](#)

1360.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dp

[19992147's solution](#)

1361.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[19992147's solution](#)

1362.

831F

[Bamboo Partition](#) · [Tutorial](#)

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1363.

1200F

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Quality: 1,163 global accepts · Rating: 2300 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[19992147's solution](#)

1364.

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[19992147's solution](#)

1365.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-04-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

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1366.

1316E

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1367.

1322C

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Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[19992147's solution](#)

1368.

91C

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Quality: 1,011 global accepts · Rating: 2300 · first AC: 2020-01-26 · GNU C++11 (first AC) · Tags: combinatorics, dsu, graphs

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1369.

1244F

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Quality: 1,633 global accepts · Rating: 2300 · first AC: 2020-01-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
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1370.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2020-01-23 · GNU C++11 (first AC) · Tags: dp, probabilities, shortest paths
[19992147's solution](#)

1371.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[19992147's solution](#)

1372.

1251E1

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Quality: 2,588 global accepts · Rating: 2300 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: data structures, dp, greedy
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1373.

1254C

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Quality: 1,596 global accepts · Rating: 2300 · first AC: 2020-01-21 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, interactive, math
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1374.

1292C

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Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees
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1375.

1285E

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1376.

1270E

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Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · last AC: 2019-12-30 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, math
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1377.

1282D

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Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, strings
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1378.

1269E

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Rating: 2300 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: binary search, data structures
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1379.

1276C

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Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-18 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[19992147's solution](#)

1380.

888G

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Quality: 5,863 global accepts · Rating: 2300 · first AC: 2017-12-13 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[19992147's solution](#)

1381.

716D

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Rating: 2300 · first AC: 2017-09-27 · GNU C++11 (first AC) · Tags: graphs, shortest paths

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1382.

830C

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Quality: 1,313 global accepts · Rating: 2300 · first AC: 2017-08-28 · last AC: 2017-08-28 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

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1383.

1874B

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Quality: 1,392 global accepts · Rating: 2400 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[19992147's solution](#)

1384.

1935E

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Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[19992147's solution](#)

1385.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

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1386.

1713E

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Quality: 1,976 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[19992147's solution](#)

1387.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[19992147's solution](#)

1388.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[19992147's solution](#)

1389.

1780G

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[19992147's solution](#)

1390.

1886E

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Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[19992147's solution](#)

1391.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[19992147's solution](#)

1392.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[19992147's solution](#)

1393.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2024-01-09 · last AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[19992147's solution](#)

1394.

1633E

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

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[19992147's solution](#)

1395.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[19992147's solution](#)

1396.

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[19992147's solution](#)

1397.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[19992147's solution](#)

1398.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[19992147's solution](#)

1399.

1638E

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

Quality: 2,365 global accepts · Rating: 2400 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[19992147's solution](#)

1400.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[19992147's solution](#)

1401.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[19992147's solution](#)

1402.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[19992147's solution](#)

1403.

1680D

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Quality: 1,352 global accepts · Rating: 2400 · first AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[19992147's solution](#)

1404.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[19992147's solution](#)

1405.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[19992147's solution](#)

1406.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[19992147's solution](#)

1407.

1673F

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Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-03 · last AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[19992147's solution](#)

1408.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-04-28 · last AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees

[19992147's solution](#)

1409.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-18 · last AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[19992147's solution](#)

1410.

1591F

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

Rating: 2400 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[19992147's solution](#)

1411.

1074D

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

Rating: 2400 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, hashing

[19992147's solution](#)

1412.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[19992147's solution](#)

1413.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,100 global accepts · Rating: 2400 · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[19992147's solution](#)

1414.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[19992147's solution](#)

1415.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[19992147's solution](#)

1416.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[19992147's solution](#)

1417.

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[19992147's solution](#)

1418.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[19992147's solution](#)

1419.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[19992147's solution](#)

1420.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[19992147's solution](#)

1421.

449D

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

Quality: 6,142 global accepts · Rating: 2400 · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp
[19992147's solution](#)

1422.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory
[19992147's solution](#)

1423.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[19992147's solution](#)

1424.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths
[19992147's solution](#)

1425.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings
[19992147's solution](#)

1426.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[19992147's solution](#)

1427.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[19992147's solution](#)

1428.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs
[19992147's solution](#)

1429.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data

structures, graphs, hashing

[19992147's solution](#)

1430.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[19992147's solution](#)

1431.

1109D

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

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2021-02-24 · last AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[19992147's solution](#)

1432.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[19992147's solution](#)

1433.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[19992147's solution](#)

1434.

1485F

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

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[19992147's solution](#)

1435.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2021-01-29 · last AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[19992147's solution](#)

1436.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[19992147's solution](#)

1437.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[19992147's solution](#)

1438.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[19992147's solution](#)

1439.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[19992147's solution](#)

1440.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[19992147's solution](#)

1441.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[19992147's solution](#)

1442.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, probabilities

[19992147's solution](#)

1443.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, string suffix structures, strings

[19992147's solution](#)

1444.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[19992147's solution](#)

1445.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[19992147's solution](#)

1446.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[19992147's solution](#)

1447.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[19992147's solution](#)

1448.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-26 · last AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures,

dfs and similar, greedy, implementation, sortings

[19992147's solution](#)

1449.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[19992147's solution](#)

1450.

1367F2

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

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[19992147's solution](#)

1451.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[19992147's solution](#)

1452.

1341E

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation, shortest paths

[19992147's solution](#)

1453.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[19992147's solution](#)

1454.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-05-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[19992147's solution](#)

1455.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[19992147's solution](#)

1456.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[19992147's solution](#)

1457.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[19992147's solution](#)

1458.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[19992147's solution](#)

1459.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[19992147's solution](#)

1460.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[19992147's solution](#)

1461.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[19992147's solution](#)

1462.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[19992147's solution](#)

1463.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, implementation

[19992147's solution](#)

1464.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2020-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[19992147's solution](#)

1465.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, hashing

[19992147's solution](#)

1466.

1186F

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

Quality: 998 global accepts · Rating: 2400 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[19992147's solution](#)

1467.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[19992147's solution](#)

1468.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-04-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[19992147's solution](#)

1469.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[19992147's solution](#)

1470.

1229C

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

Rating: 2400 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[19992147's solution](#)

1471.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy
[19992147's solution](#)

1472.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
[19992147's solution](#)

1473.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: brute force, dp, greedy
[19992147's solution](#)

1474.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive, math
[19992147's solution](#)

1475.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2020-01-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs
[19992147's solution](#)

1476.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[19992147's solution](#)

1477.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees
[19992147's solution](#)

1478.

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2017-10-24 · last AC: 2017-10-24 · GNU C++11 (first AC) · Tags: binary search, dp
[19992147's solution](#)

1479.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2017-10-18 · GNU C++11 (first AC) · Tags: dp, trees, two pointers

[19992147's solution](#)

1480.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[19992147's solution](#)

1481.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[19992147's solution](#)

1482.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[19992147's solution](#)

1483.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[19992147's solution](#)

1484.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[19992147's solution](#)

1485.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2021-11-30 · last AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[19992147's solution](#)

1486.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[19992147's solution](#)

1487.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-10-03 · last AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[19992147's solution](#)

1488.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[19992147's solution](#)

1489.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy
[19992147's solution](#)

1490.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-09-27 · last AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation
[19992147's solution](#)

1491.

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers
[19992147's solution](#)

1492.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[19992147's solution](#)

1493.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[19992147's solution](#)

1494.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-09-13 · last AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings
[19992147's solution](#)

1495.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers
[19992147's solution](#)

1496.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees
[19992147's solution](#)

1497.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[19992147's solution](#)

1498.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers
[19992147's solution](#)

1499.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[19992147's solution](#)

1500.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[19992147's solution](#)

1501.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2021-07-02 · last AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[19992147's solution](#)

1502.

1528D

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

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[19992147's solution](#)

1503.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[19992147's solution](#)

1504.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2021-04-01 · last AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[19992147's solution](#)

1505.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[19992147's solution](#)

1506.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[19992147's solution](#)

1507.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[19992147's solution](#)

1508.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[19992147's solution](#)

1509.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-03-18 · last AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[19992147's solution](#)

1510.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[19992147's solution](#)

1511.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[19992147's solution](#)

1512.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[19992147's solution](#)

1513.

1375E

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Quality: 3,371 global accepts · Rating: 2500 · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[19992147's solution](#)

1514.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[19992147's solution](#)

1515.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[19992147's solution](#)

1516.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[19992147's solution](#)

1517.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[19992147's solution](#)

1518.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[19992147's solution](#)

1519.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-09 · last AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[19992147's solution](#)

1520.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2021-02-08 · last AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[19992147's solution](#)

1521.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[19992147's solution](#)

1522.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-24 · last AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[19992147's solution](#)

1523.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-20 · last AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[19992147's solution](#)

1524.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[19992147's solution](#)

1525.

450E

[Jzzhu and Apples](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[19992147's solution](#)

1526.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[19992147's solution](#)

1527.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[19992147's solution](#)

1528.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[19992147's solution](#)

1529.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[19992147's solution](#)

1530.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees
[19992147's solution](#)

1531.

1189F

[Array Beauty](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: dp
[19992147's solution](#)

1532.

1189D2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation, trees
[19992147's solution](#)

1533.

1186E

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

Quality: 682 global accepts · Rating: 2500 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, implementation, math
[19992147's solution](#)

1534.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy
[19992147's solution](#)

1535.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: games, two pointers
[19992147's solution](#)

1536.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[19992147's solution](#)

1537.

1325F

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Quality: 2,330 global accepts · Rating: 2500 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[19992147's solution](#)

1538.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: games
[19992147's solution](#)

1539.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities
[19992147's solution](#)

1540.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings
[19992147's solution](#)

1541.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation
[19992147's solution](#)

1542.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs
[19992147's solution](#)

1543.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: combinatorics, geometry, math, sortings
[19992147's solution](#)

1544.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2017-10-19 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, math
[19992147's solution](#)

1545.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths
[19992147's solution](#)

1546.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft
[19992147's solution](#)

1547.

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2021-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graph matchings, sortings
[19992147's solution](#)

1548.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2021-10-14 · last AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[19992147's solution](#)

1549.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[19992147's solution](#)

1550.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[19992147's solution](#)

1551.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[19992147's solution](#)

1552.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[19992147's solution](#)

1553.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[19992147's solution](#)

1554.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[19992147's solution](#)

1555.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, interactive, number theory

[19992147's solution](#)

1556.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[19992147's solution](#)

1557.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2021-09-23 · last AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[19992147's solution](#)

1558.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[19992147's solution](#)

1559.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-30 · last AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar,

dp, math, number theory

[19992147's solution](#)

1560.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[19992147's solution](#)

1561.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[19992147's solution](#)

1562.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[19992147's solution](#)

1563.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[19992147's solution](#)

1564.

724G

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

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[19992147's solution](#)

1565.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[19992147's solution](#)

1566.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-03-14 · last AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[19992147's solution](#)

1567.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-14 · last AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[19992147's solution](#)

1568.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[19992147's solution](#)

1569.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[19992147's solution](#)

1570.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[19992147's solution](#)

1571.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[19992147's solution](#)

1572.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[19992147's solution](#)

1573.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-11-04 · last AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[19992147's solution](#)

1574.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[19992147's solution](#)

1575.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[19992147's solution](#)

1576.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[19992147's solution](#)

1577.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[19992147's solution](#)

1578.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[19992147's solution](#)

1579.

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, geometry, graphs, sortings

[19992147's solution](#)

1580.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[19992147's solution](#)

1581.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 922 global accepts · Rating: 2600 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[19992147's solution](#)

1582.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[19992147's solution](#)

1583.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-04-02 · last AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[19992147's solution](#)

1584.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[19992147's solution](#)

1585.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[19992147's solution](#)

1586.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[19992147's solution](#)

1587.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,442 global accepts · Rating: 2600 · first AC: 2017-12-04 · last AC: 2017-12-04 · GNU C++11 (first AC) · Tags: data structures, probabilities

[19992147's solution](#)

1588.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2017-11-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[19992147's solution](#)

1589.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-20 · last AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[19992147's solution](#)

1590.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities
[19992147's solution](#)

1591.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory
[19992147's solution](#)

1592.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers
[19992147's solution](#)

1593.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math
[19992147's solution](#)

1594.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-08-10 · last AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities
[19992147's solution](#)

1595.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2700 · first AC: 2021-07-31 · last AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees
[19992147's solution](#)

1596.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory
[19992147's solution](#)

1597.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[19992147's solution](#)

1598.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-17 · last AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive
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1599.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[19992147's solution](#)

1600.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry
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1601.

1487G

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Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-21 · last AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
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1602.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: flows, math
[19992147's solution](#)

1603.

1207G

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Quality: 1,228 global accepts · Rating: 2700 · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees
[19992147's solution](#)

1604.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees
[19992147's solution](#)

1605.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings
[19992147's solution](#)

1606.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices
[19992147's solution](#)

1607.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, strings
[19992147's solution](#)

1608.

62E

[World Evil](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 2700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows
[19992147's solution](#)

1609.

54E

[Vacuum Bots](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 2700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[19992147's solution](#)

1610.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[19992147's solution](#)

1611.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics

[19992147's solution](#)

1612.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-04-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings, two pointers

[19992147's solution](#)

1613.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[19992147's solution](#)

1614.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[19992147's solution](#)

1615.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[19992147's solution](#)

1616.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[19992147's solution](#)

1617.

1400F

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

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[19992147's solution](#)

1618.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, fft, math

[19992147's solution](#)

1619.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[19992147's solution](#)

1620.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[19992147's solution](#)

1621.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[19992147's solution](#)

1622.

1291F

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

Quality: 726 global accepts · Rating: 2800 · first AC: 2020-04-06 · C++17 (GCC 9-64) (first AC) · Tags: graphs, interactive

[19992147's solution](#)

1623.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-04-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, probabilities

[19992147's solution](#)

1624.

280D

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

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2017-09-18 · last AC: 2017-09-18 · GNU C++11 (first AC) · Tags: data structures, flows, graphs, implementation

[19992147's solution](#)

1625.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[19992147's solution](#)

1626.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[19992147's solution](#)

1627.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory, probabilities

[19992147's solution](#)

1628.

966E

[May Holidays](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[19992147's solution](#)

1629.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2900 · first AC: 2020-04-15 · last AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, fft

[19992147's solution](#)

1630.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, probabilities

[19992147's solution](#)

1631.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2018-02-12 · last AC: 2018-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu

[19992147's solution](#)

1632.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 3000 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[19992147's solution](#)

1633.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[19992147's solution](#)

1634.

57E

[Chess](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 3000 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: math, shortest paths

[19992147's solution](#)

1635.

773E

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Quality: 509 global accepts · Rating: 3000 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: data structures, sortings

[19992147's solution](#)

1636.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar

[19992147's solution](#)

1637.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[19992147's solution](#)

1638.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2017-12-01 · GNU C++11 (first AC) · Tags: graphs

[19992147's solution](#)

1639.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[19992147's solution](#)

1640.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: dp

[19992147's solution](#)

1641.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2017-12-18 · last AC: 2017-12-19 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[19992147's solution](#)

1642.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2017-12-03 · GNU C++11 (first AC) · Tags: data structures

[19992147's solution](#)

1643.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[19992147's solution](#)

1644.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[19992147's solution](#)

1645.

750G

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

Quality: 525 global accepts · Rating: 3200 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[19992147's solution](#)

1646.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: games, graphs

[19992147's solution](#)

1647.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2020-04-25 · last AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[19992147's solution](#)

1648.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[19992147's solution](#)

1649.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[19992147's solution](#)

1650.

106072H

[Tree Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[19992147's solution](#)

1651.

106072I

[DAG Query](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[19992147's solution](#)

1652.

106072E

[Zero](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[19992147's solution](#)

1653.

106072C

[Jiaxun!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —
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1654.

106072D

[Arcane Behemoths](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —
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1655.

104021K

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Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1656.

104021F

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Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
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1657.

104021D

[Easy Problem](#) · [Tutorial](#)

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1658.

104021A

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Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
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1659.

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1660.

104021G

[Pot!!](#) · [Tutorial](#)

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1661.

104021B

[So Easy](#) · [Tutorial](#)

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1662.

104021N

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1663.

104023K

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Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
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1664.

104023J

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1665.

104023I

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Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1666.

104023G

[Grade 2](#) · [Tutorial](#)

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1667.

104023E

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1668.

104023D

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Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1669.

104023C

[Grass](#) · [Tutorial](#)

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[19992147's solution](#)

1670.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1671.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
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1672.

104008L

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Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1673.

104008J

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Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1674.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
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1675.

104008E

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1676.

104008C

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1677.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
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1678.

102394A

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Rating: — · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —
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1679.

102394I

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1680.

102394E

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Rating: — · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1681.

102394F

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Rating: — · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —
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1682.

102394K

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Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
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1683.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1684.

103145J

[Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1685.

103446B

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

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[19992147's solution](#)

1686.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-07 · last AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[19992147's solution](#)

1687.

102411L

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Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[19992147's solution](#)

1688.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[19992147's solution](#)

1689.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[19992147's solution](#)

1690.

102411E

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[19992147's solution](#)

1691.

102411B

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Rating: — · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[19992147's solution](#)

1692.

102411I

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Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[19992147's solution](#)

1693.

102411H

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Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[19992147's solution](#)

1694.

102411A

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1695.

102411M

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Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[19992147's solution](#)

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103185B

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1697.

103185F

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Rating: — · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
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1698.

103185E

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1699.

103185C

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Rating: — · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
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Rating: — · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —
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1701.

103185N

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Rating: — · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

1702.

103185D

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Rating: — · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1703.

103409F

[Illuminations II](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · last AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —
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1704.

100886I

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Rating: — · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

1705.

100886H

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Rating: — · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
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1706.

100886A

[Three Servers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
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1707.

100886J

[Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
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1708.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
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1709.

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —
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1710.

103637J

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —
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1711.

103637H

[Hockey championship](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
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1712.

103637F

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

Rating: — · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1713.

103637A

[Agile permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

1714.

103637K

[K-ones xor](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1715.

103637C

[Crossed out letter](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

1716.

103637I

[Items in boxes](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1717.

103637B

[BSUIR Open X](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1718.

103637L

[Long integer](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

1719.

103931C

[Coffee Overdose](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

1720.

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

1721.

103931B

[Bracket Query](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

1722.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1723.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

1724.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1725.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1726.

103931E

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

Rating: — · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

1727.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1728.

102346F

[Forests in Danger](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1729.

102346K

[Keep Calm and Sell Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

1730.

102346J

[Jar of Water Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

1731.

102346I

[Interplanetary](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1732.

102346G

[Getting Confidence](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1733.

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1734.

102346L

[Less Coin Tosses](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

1735.

102346A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

1736.

102346M

[Maratona Brasileira de Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1737.

102346H

[Hour for a Run](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

1738.

102346B

[Buffoon](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

1739.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

1740.

103427L

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

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1741.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1742.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

1743.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

1744.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

1745.

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1746.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1747.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1748.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1749.

102916K

[Bloodseeker](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-24 · last AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1750.

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1751.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1752.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1753.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1754.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1755.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1756.

103495B

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1757.

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1758.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[19992147's solution](#)

1759.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1760.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

1761.

103495C

[Magical Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[19992147's solution](#)

1762.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1763.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[19992147's solution](#)

1764.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[19992147's solution](#)

1765.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1766.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[19992147's solution](#)

1767.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1768.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[19992147's solution](#)

1769.

103443D

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

Rating: — · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[19992147's solution](#)

1770.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1771.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[19992147's solution](#)

1772.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1773.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-07 · last AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[19992147's solution](#)

1774.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[19992147's solution](#)

1775.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[19992147's solution](#)

1776.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[19992147's solution](#)

1777.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[19992147's solution](#)

1778.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[19992147's solution](#)

1779.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[19992147's solution](#)

1780.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[19992147's solution](#)

1781.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[19992147's solution](#)

1782.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[19992147's solution](#)

1783.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[19992147's solution](#)

1784.

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · last AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[19992147's solution](#)

1785.

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[19992147's solution](#)

1786.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[19992147's solution](#)

1787.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[19992147's solution](#)

1788.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[19992147's solution](#)

1789.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[19992147's solution](#)

1790.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[19992147's solution](#)

1791.

102823B

[Array Modify](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[19992147's solution](#)

1792.

102428J

[Jumping Grasshoper](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · last AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[19992147's solution](#)

1793.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[19992147's solution](#)

1794.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[19992147's solution](#)

1795.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1796.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[19992147's solution](#)

1797.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1798.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1799.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1800.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[19992147's solution](#)

1801.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · last AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[19992147's solution](#)

1802.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[19992147's solution](#)

1803.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[19992147's solution](#)

1804.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · PyPy 3-64 (first AC) · Tags: —
[19992147's solution](#)

1805.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[19992147's solution](#)

1806.

103373C

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

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[19992147's solution](#)

1807.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[19992147's solution](#)

1808.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[19992147's solution](#)

1809.

102823L

[Two Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1810.

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[19992147's solution](#)

1811.

102823D

[Bits Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[19992147's solution](#)

1812.

102823H

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1813.

102823G

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1814.

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[19992147's solution](#)

1815.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1816.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[19992147's solution](#)

1817.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1818.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[19992147's solution](#)

1819.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1820.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1821.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1822.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[19992147's solution](#)

1823.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1824.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[19992147's solution](#)

1825.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1826.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[19992147's solution](#)

1827.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1828.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1829.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1830.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[19992147's solution](#)

1831.

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1832.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1833.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1834.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1835.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1836.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1837.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1838.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1839.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1840.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1841.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1842.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1843.

102001J

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

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1844.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1845.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1846.

102174B

[p7.10g](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1847.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1848.

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1849.

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1850.

103055D

[Shortest Path Query](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1851.

102861C

[Concatenating Teams](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1852.

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1853.

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1854.

102822L

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1855.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · last AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1856.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1857.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1858.

102569G

[Nuts and Bolts](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1859.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1860.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1861.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1862.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1863.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1864.

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1865.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1866.

102968C

[Ohara's Bits](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1867.

102968I

[Orchards](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1868.

102968D

[Data Integrity](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1869.

102968F

[Japanese parser](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1870.

102968E

[Two Gangs](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1871.

102968B

[Rainbow Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1872.

102968H

[KMP](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1873.

102968K

[Squares City](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1874.

102968L

[Yet another roads problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1875.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1876.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: —
[19992147's solution](#)

1877.

103102I

[Modulo Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1878.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: —
[19992147's solution](#)

1879.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1880.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1881.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1882.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1883.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1884.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1885.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1886.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1887.

103107A

[And RMQ](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1888.

103107E

[Elastic Search](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1889.

103107H

[Hack DSU!](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1890.

103107K

[Keep Eating](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1891.

103107F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1892.

103107J

[JOJO's Factory](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1893.

103107D

[Doin' Time](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1894.

103069A

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

Rating: — · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1895.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1896.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1897.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1898.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1899.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1900.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1901.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1902.

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1903.

103055G

[Wall Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1904.

103055F

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

Rating: — · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1905.

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1906.

103055C

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1907.

103055M

[Game Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1908.

103055L

[String Freshman](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1909.

103055A

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

Rating: — · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1910.

102966D

[Determine the Winner Marshaland](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1911.

102966B

[Baking Lucky Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1912.

102966A

[Atsa's Checkers Board](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1913.

102966H

[Hamsters Training](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1914.

102966C

[CLETS Patrols](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1915.

102966G

[Goombas Colliding](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1916.

102966K

[Kitchen Waste](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1917.

102966L

[Lets Count Factors](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1918.

102861K

[Between Us](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1919.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1920.

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1921.

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1922.

102861N

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

Rating: — · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1923.

102861L

[Lavasparr](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1924.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1925.

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1926.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1927.

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: —

[19992147's solution](#)

1928.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[19992147's solution](#)

1929.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[19992147's solution](#)

1930.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[19992147's solution](#)

1931.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[19992147's solution](#)

1932.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[19992147's solution](#)

1933.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[19992147's solution](#)

1934.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[19992147's solution](#)

1935.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[19992147's solution](#)

1936.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · GNU C++11 (first AC) · Tags: —

[19992147's solution](#)

1937.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[19992147's solution](#)

1938.

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1939.

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1940.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1941.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1942.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1943.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1944.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1945.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1946.

102770G

[Gliding](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1947.

102770E

[Easy DP Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1948.

102770B

[Bin Packing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: —
[19992147's solution](#)

1949.

102770A

[AD 2020](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1950.

102770I

[Invoking the Magic](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: —
[19992147's solution](#)

1951.

102770K

[Killing the Brute-force](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: —
[19992147's solution](#)

1952.

100947H

[Phobia](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1953.

100947G

[Square Spiral Search](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1954.

100947K

[Jpeg](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: —
[19992147's solution](#)

1955.

100947I

[What a Mess](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1956.

100947D

[The Three Kings of Asgard](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1957.

100947E

[Qwerty78 Trip](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1958.

100947F

[black-white](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1959.

100947C

[Rotate It !!](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1960.

100947B

[8 Queens, Again!!](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1961.

100947A

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1962.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: —
[19992147's solution](#)

1963.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: —
[19992147's solution](#)

1964.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: —
[19992147's solution](#)

1965.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: —
[19992147's solution](#)

1966.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: —
[19992147's solution](#)

1967.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: —
[19992147's solution](#)

1968.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1969.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: —
[19992147's solution](#)

1970.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1971.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: —

[19992147's solution](#)

1972.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: —

[19992147's solution](#)

1973.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: —

[19992147's solution](#)

1974.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: —

[19992147's solution](#)

1975.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[19992147's solution](#)

1976.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · GNU C++11 (first AC) · Tags: —

[19992147's solution](#)

1977.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · last AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[19992147's solution](#)

1978.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · last AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[19992147's solution](#)

1979.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · GNU C++11 (first AC) · Tags: —

[19992147's solution](#)

1980.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · last AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[19992147's solution](#)

1981.

102174L

[eAtoria NI](#)

Rating: — · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: —

[19992147's solution](#)

1982.

102174J

[Noria](#)

Rating: — · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[19992147's solution](#)

1983.

102174E

[Sân, tô\[P](#)

Rating: — · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: —

[19992147's solution](#)

1984.

102174F

[SunKw³](#)

Rating: — · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: —

[19992147's solution](#)

1985.

102174C

[T50a6](#)

Rating: — · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[19992147's solution](#)

1986.

102174H

[vññññ:ep°Y'^](#)

Rating: — · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: —

[19992147's solution](#)

1987.

102174K

[Y TylorBfű](#)

Rating: — · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[19992147's solution](#)

1988.

102174A

[N5Series](#)

Rating: — · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: —

[19992147's solution](#)

1989.

102569D

[Lexicographically Minimal Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[19992147's solution](#)

1990.

102569J

[The Battle of Mages](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[19992147's solution](#)

1991.

102569F

[Moving Target](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[19992147's solution](#)

1992.

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[19992147's solution](#)

1993.

102569H

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1994.

102569K

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

1995.

102569L

[The Dragon Land](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1996.

102569I

[Sorting Colored Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1997.

102569B

[Bonuses on a Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1998.

102569A

[Array's Hash](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[19992147's solution](#)

1999.

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

2000.

102220E

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

Rating: — · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

2001.

102220B

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

2002.

102220C

[Line-line Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

2003.

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

2004.

102220G

[Radar Scanner](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

2005.

102220J

[Time Limit](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[19992147's solution](#)

2006.

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

2007.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

2008.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

2009.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

2010.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

2011.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

2012.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · GNU C++11 (first AC) · Tags: —
[19992147's solution](#)

2013.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: —
[19992147's solution](#)

2014.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

2015.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

2016.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

2017.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

2018.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[19992147's solution](#)

2019.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · GNU C++11 (first AC) · Tags: —
[19992147's solution](#)

2020.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · GNU C++11 (first AC) · Tags: —
[19992147's solution](#)

2021.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · GNU C++11 (first AC) · Tags: —
[19992147's solution](#)

2022.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · GNU C++11 (first AC) · Tags: —
[19992147's solution](#)

2023.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: —
[19992147's solution](#)

2024.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: —
[19992147's solution](#)

2025.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: —
[19992147's solution](#)

2026.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: —

[19992147's solution](#)

2027.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: —

[19992147's solution](#)

2028.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: —

[19992147's solution](#)

2029.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[19992147's solution](#)

2030.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[19992147's solution](#)

2031.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: —

[19992147's solution](#)

2032.

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-14 · GNU C++11 (first AC) · Tags: —

[19992147's solution](#)