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Unique solved — 24 ecf Fe

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

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Count: 978

1.

2208A

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2.

2207A

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3.

2182B

[New Year Cake](#) · [Tutorial](#)

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4.

2182A

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5.

2193B

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6.

2193A

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7.

2189A

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Quality: 24,368 global accepts · Rating: 800 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
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8.

2194A

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Quality: 23,839 global accepts · Rating: 800 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
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9.

2195A

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10.

2192A

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11.

2203A

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12.

2205B

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13.

2205A

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14.

2200B

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15.

2200A

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16.

2164A

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17.

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18.

2124A

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19.

2121B

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20.

2121A

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21.

2096A

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22.

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23.

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24.

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25.

1930A

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26.

1919B

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27.

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28.

1861A

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29.

1671A

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30.

1661A

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31.

1644B

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32.

1644A

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33.

1651B

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34.

1651A

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35.

1656A

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36.

1654B

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1654A

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38.

1647A

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39.

1650A

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40.

4A

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41.

884A

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42.

898A

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43.

900A

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44.

1637A

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45.

1632A

[ABC](#) · [Tutorial](#)

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46.

1633B

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47.

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48.

1538B

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49.

1538A

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50.

1523A

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51.

1560C

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52.

1560B

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53.

1560A

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54.

1557A

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55.

1537A

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56.

1556A

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57.

1574A

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58.

1592A

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59.

1626A

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60.

1582A

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61.

1627A

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62.

1598A

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63.

1604A

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64.

1618A

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65.

1618B

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66.

1624A

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67.

1594A

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68.

1605A

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69.

1614A

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70.

1625A

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71.

1607A

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72.

1611B

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73.

1611A

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74.

1617A

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75.

1621A

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76.

1622A

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77.

1623A

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78.

1307A

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79.

1616A

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80.

1620A

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81.

1602A

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82.

1615A

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83.

1552A

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84.

1619B

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85.

1619A

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86.

1608A

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87.

1530B

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88.

1530A

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89.

1517A

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90.

1612A

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91.

1569A

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92.

34A

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93.

1566B

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94.

1566A

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95.

1487A

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96.

1480A

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97.

155A

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Quality: 93,669 global accepts · Rating: 800 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: brute force

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98.

148A

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99.

146A

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100.

1478A

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Quality: 28,013 global accepts · Rating: 800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: brute force, greedy

[24_eef_Fe's solution](#)

101.

1472B

[Fair Division · Tutorial](#)

Quality: 59,847 global accepts · Rating: 800 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: dp, greedy, math

[24_eef_Fe's solution](#)

102.

1472A

[Cards for Friends · Tutorial](#)

Quality: 45,524 global accepts · Rating: 800 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: greedy, math

[24_eef_Fe's solution](#)

103.

1473A

[Replacing Elements · Tutorial](#)

Quality: 37,431 global accepts · Rating: 800 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[24_eef_Fe's solution](#)

104.

1474A

[Puzzle From the Future · Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: greedy

[24_eef_Fe's solution](#)

105.

1466B

[Last minute enhancements · Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: dp, greedy

[24_eef_Fe's solution](#)

106.

1466A

[Bovine Dilemma · Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[24_eef_Fe's solution](#)

107.

992A

[Nastya and an Array · Tutorial](#)

Quality: 14,317 global accepts · Rating: 800 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: implementation, sortings

[24_ecf_Fe's solution](#)

108.

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,503 global accepts · Rating: 800 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: implementation

[24_ecf_Fe's solution](#)

109.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,504 global accepts · Rating: 800 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: brute force, implementation

[24_ecf_Fe's solution](#)

110.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: sortings

[24_ecf_Fe's solution](#)

111.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,912 global accepts · Rating: 800 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: greedy, strings

[24_ecf_Fe's solution](#)

112.

732A

[Buy a Shovel](#) · [Tutorial](#)

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

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113.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,552 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: implementation, strings

[24_ecf_Fe's solution](#)

114.

735A

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

Quality: 13,141 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: implementation, strings

[24_ecf_Fe's solution](#)

115.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,721 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[24_ecf_Fe's solution](#)

116.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: implementation

[24_ecf_Fe's solution](#)

117.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: brute force, implementation

[24_ecf_Fe's solution](#)

118.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: implementation

[24_ecf_Fe's solution](#)

119.

1465A

[In-game Chat](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: implementation, strings

[24_ecf_Fe's solution](#)

120.

1455A

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

Quality: 27,410 global accepts · Rating: 800 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: math, number theory

[24_ecf_Fe's solution](#)

121.

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: brute force, math

[24_ecf_Fe's solution](#)

122.

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: implementation

[24_ecf_Fe's solution](#)

123.

1454A

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

Quality: 44,063 global accepts · Rating: 800 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, probabilities

[24_ecf_Fe's solution](#)

124.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,867 global accepts · Rating: 800 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: geometry, math

[24_ecf_Fe's solution](#)

125.

1451A

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

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

[24_ecf_Fe's solution](#)

126.

999A

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

Quality: 25,328 global accepts · Rating: 800 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[24_ecf_Fe's solution](#)

127.

964A

[Splits](#) · [Tutorial](#)

Quality: 10,310 global accepts · Rating: 800 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: math

[24_ecf_Fe's solution](#)

128.

1452C

[Two Brackets](#) · [Tutorial](#)

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

[24_ecf_Fe's solution](#)

129.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: math

[24_ecf_Fe's solution](#)

130.

1352A

[Sum of Round Numbers](#) · [Tutorial](#)

Quality: 104,134 global accepts · Rating: 800 · first AC: 2020-11-19 · last AC: 2020-11-19 · GNU C++11 (first AC) · Tags: implementation, math

[24_ecf_Fe's solution](#)

131.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,063 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[24_ecf_Fe's solution](#)

132.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,790 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: geometry, math

[24_ecf_Fe's solution](#)

133.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · last AC: 2020-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms

[24_ecf_Fe's solution](#)

134.

1409A

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

Quality: 80,429 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: greedy, math

[24_ecf_Fe's solution](#)

135.

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: greedy, math

[24_ecf_Fe's solution](#)

136.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,962 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: implementation, math

[24_ecf_Fe's solution](#)

137.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,879 global accepts · Rating: 800 · first AC: 2020-07-29 · last AC: 2020-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[24_ecf_Fe's solution](#)

138.

1385B

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

Quality: 39,592 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: greedy

[24_ecf_Fe's solution](#)

139.

1348A

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

Quality: 42,852 global accepts · Rating: 800 · first AC: 2020-05-01 · last AC: 2020-11-19 · GNU C++11 (first AC) · Tags: greedy, math

[24_ecf_Fe's solution](#)

140.

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,588 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[24_eef_Fe's solution](#)

141.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: geometry, math

[24_eef_Fe's solution](#)

142.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,097 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: greedy, math

[24_eef_Fe's solution](#)

143.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,709 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: implementation, strings

[24_eef_Fe's solution](#)

144.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,258 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[24_eef_Fe's solution](#)

145.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,479 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[24_eef_Fe's solution](#)

146.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,187 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: math

[24_eef_Fe's solution](#)

147.

1382A

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

Quality: 27,361 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: brute force

[24_eef_Fe's solution](#)

148.

1385A

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

Quality: 43,346 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: math

[24_eef_Fe's solution](#)

149.

818A

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

Quality: 7,788 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: implementation, math

[24_eef_Fe's solution](#)

150.

1438A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[24_eef_Fe's solution](#)

151.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[24_ecf_Fe's solution](#)

152.

1445A

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

Quality: 20,362 global accepts · Rating: 800 · first AC: 2020-11-04 · GNU C++11 (first AC) · Tags: greedy, sortings

[24_ecf_Fe's solution](#)

153.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: math

[24_ecf_Fe's solution](#)

154.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: math

[24_ecf_Fe's solution](#)

155.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: implementation, strings

[24_ecf_Fe's solution](#)

156.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: implementation, strings

[24_ecf_Fe's solution](#)

157.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: implementation, math

[24_ecf_Fe's solution](#)

158.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,440 global accepts · Rating: 800 · first AC: 2020-01-22 · last AC: 2020-01-23 · GNU C++11 (first AC) · Tags: math

[24_ecf_Fe's solution](#)

159.

1285A

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

Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-01-10 · last AC: 2020-01-11 · GNU C++11 (first AC) · Tags: math

[24_ecf_Fe's solution](#)

160.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,429 global accepts · Rating: 800 · first AC: 2019-09-25 · GNU C++11 (first AC) · Tags: implementation

[24_ecf_Fe's solution](#)

161.

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · last AC: 2019-08-23 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[24_ecf_Fe's solution](#)

162.

1196A

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

Quality: 29,128 global accepts · Rating: 800 · first AC: 2019-08-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[24_ecf_Fe's solution](#)

163.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2019-06-07 · last AC: 2019-06-12 · GNU C++11 (first AC) · Tags: greedy

[24_ecf_Fe's solution](#)

164.

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,866 global accepts · Rating: 900 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[24_ecf_Fe's solution](#)

165.

2200C

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Quality: 21,731 global accepts · Rating: 900 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[24_ecf_Fe's solution](#)

166.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[24_ecf_Fe's solution](#)

167.

1988B

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Quality: 26,452 global accepts · Rating: 900 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[24_ecf_Fe's solution](#)

168.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[24_ecf_Fe's solution](#)

169.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[24_ecf_Fe's solution](#)

170.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 900 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[24_ecf_Fe's solution](#)

171.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,997 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[24_ecf_Fe's solution](#)

172.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,722 global accepts · Rating: 900 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[24_ecf_Fe's solution](#)

173.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[24_eef_Fe's solution](#)

174.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,368 global accepts · Rating: 900 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[24_eef_Fe's solution](#)

175.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,487 global accepts · Rating: 900 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: strings

[24_eef_Fe's solution](#)

176.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,628 global accepts · Rating: 900 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[24_eef_Fe's solution](#)

177.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, greedy, math, sortings

[24_eef_Fe's solution](#)

178.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,457 global accepts · Rating: 900 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[24_eef_Fe's solution](#)

179.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 900 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[24_eef_Fe's solution](#)

180.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[24_eef_Fe's solution](#)

181.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[24_eef_Fe's solution](#)

182.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[24_eef_Fe's solution](#)

183.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[24_eef_Fe's solution](#)

184.

1486A

[Shifting Stacks](#) · [Tutorial](#)

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

[24_eef_Fe's solution](#)

185.

1480B

[The Great Hero](#) · [Tutorial](#)

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

[24_eef_Fe's solution](#)

186.

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: implementation, math

[24_eef_Fe's solution](#)

187.

168A

[Wizards and Demonstration](#) · [Tutorial](#)

Quality: 11,506 global accepts · Rating: 900 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: implementation, math

[24_eef_Fe's solution](#)

188.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,740 global accepts · Rating: 900 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: greedy, sortings

[24_eef_Fe's solution](#)

189.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,014 global accepts · Rating: 900 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: implementation

[24_eef_Fe's solution](#)

190.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,989 global accepts · Rating: 900 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[24_eef_Fe's solution](#)

191.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 900 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: implementation

[24_eef_Fe's solution](#)

192.

1467A

[Wizard of Orz](#) · [Tutorial](#)

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

[24_eef_Fe's solution](#)

193.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: implementation, strings

[24_eef_Fe's solution](#)

194.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[24_eef_Fe's solution](#)

195.

1471A

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

Quality: 38,212 global accepts · Rating: 900 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[24_eef_Fe's solution](#)

196.

1451B

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

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

[24_eef_Fe's solution](#)

197.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,786 global accepts · Rating: 900 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: implementation, strings

[24_eef_Fe's solution](#)

198.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: implementation, strings

[24_eef_Fe's solution](#)

199.

1401A

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

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-21 · last AC: 2020-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[24_eef_Fe's solution](#)

200.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,993 global accepts · Rating: 900 · first AC: 2020-09-12 · last AC: 2020-11-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[24_eef_Fe's solution](#)

201.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,802 global accepts · Rating: 900 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: implementation

[24_eef_Fe's solution](#)

202.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,381 global accepts · Rating: 900 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: math

[24_eef_Fe's solution](#)

203.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: math

[24_eef_Fe's solution](#)

204.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,335 global accepts · Rating: 900 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: greedy, math

[24_eef_Fe's solution](#)

205.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[24_e cf_Fe's solution](#)

206.

1321A

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

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: greedy

[24_e cf_Fe's solution](#)

207.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: greedy

[24_e cf_Fe's solution](#)

208.

11A

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

Quality: 15,496 global accepts · Rating: 900 · first AC: 2019-09-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[24_e cf_Fe's solution](#)

209.

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,347 global accepts · Rating: 900 · first AC: 2019-09-25 · GNU C++11 (first AC) · Tags: implementation

[24_e cf_Fe's solution](#)

210.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: math

[24_e cf_Fe's solution](#)

211.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: math

[24_e cf_Fe's solution](#)

212.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · last AC: 2019-08-21 · GNU C++11 (first AC) · Tags: greedy, math

[24_e cf_Fe's solution](#)

213.

1187A

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

Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-07-06 · last AC: 2019-07-06 · GNU C++11 (first AC) · Tags: math

[24_e cf_Fe's solution](#)

214.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,721 global accepts · Rating: 1000 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[24_e cf_Fe's solution](#)

215.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1000 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[24_e cf_Fe's solution](#)

216.

2192B

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

Quality: 14,552 global accepts · Rating: 1000 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[24_eef_Fe's solution](#)

217.

2203B

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

Quality: 14,303 global accepts · Rating: 1000 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[24_eef_Fe's solution](#)

218.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,256 global accepts · Rating: 1000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[24_eef_Fe's solution](#)

219.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[24_eef_Fe's solution](#)

220.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[24_eef_Fe's solution](#)

221.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[24_eef_Fe's solution](#)

222.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[24_eef_Fe's solution](#)

223.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,365 global accepts · Rating: 1000 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[24_eef_Fe's solution](#)

224.

1632B

[Roof Construction](#) · [Tutorial](#)

Quality: 31,539 global accepts · Rating: 1000 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[24_eef_Fe's solution](#)

225.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1000 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[24_eef_Fe's solution](#)

226.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[24_eef_Fe's solution](#)

227.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,034 global accepts · Rating: 1000 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[24_eef_Fe's solution](#)

228.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[24_eef_Fe's solution](#)

229.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[24_eef_Fe's solution](#)

230.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,478 global accepts · Rating: 1000 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[24_eef_Fe's solution](#)

231.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-11-29 · last AC: 2021-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[24_eef_Fe's solution](#)

232.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[24_eef_Fe's solution](#)

233.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,583 global accepts · Rating: 1000 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[24_eef_Fe's solution](#)

234.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,691 global accepts · Rating: 1000 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[24_eef_Fe's solution](#)

235.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,036 global accepts · Rating: 1000 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[24_eef_Fe's solution](#)

236.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,146 global accepts · Rating: 1000 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[24_eef_Fe's solution](#)

237.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,210 global accepts · Rating: 1000 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: math

[24_eef_Fe's solution](#)

238.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1000 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[24_eef_Fe's solution](#)

239.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,980 global accepts · Rating: 1000 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: implementation, strings

[24_eef_Fe's solution](#)

240.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: brute force, math, number theory, strings

[24_eef_Fe's solution](#)

241.

1474B

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

Quality: 40,336 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[24_eef_Fe's solution](#)

242.

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: implementation

[24_eef_Fe's solution](#)

243.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: implementation, math

[24_eef_Fe's solution](#)

244.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: implementation

[24_eef_Fe's solution](#)

245.

724A

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

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: implementation

[24_eef_Fe's solution](#)

246.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[24_eef_Fe's solution](#)

247.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[24_eef_Fe's solution](#)

248.

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: sortings

[24_eef_Fe's solution](#)

249.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,576 global accepts · Rating: 1000 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: math

[24_eef_Fe's solution](#)

250.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,825 global accepts · Rating: 1000 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[24_eef_Fe's solution](#)

251.

1438B

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

Quality: 29,074 global accepts · Rating: 1000 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[24_eef_Fe's solution](#)

252.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[24_eef_Fe's solution](#)

253.

1300B

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

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[24_eef_Fe's solution](#)

254.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,296 global accepts · Rating: 1000 · first AC: 2020-01-19 · last AC: 2020-01-20 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[24_eef_Fe's solution](#)

255.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2019-11-27 · last AC: 2019-11-28 · GNU C++11 (first AC) · Tags: math

[24_eef_Fe's solution](#)

256.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · last AC: 2019-08-21 · GNU C++11 (first AC) · Tags: math

[24_eef_Fe's solution](#)

257.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · last AC: 2019-08-16 · GNU C++11 (first AC) · Tags: implementation

[24_eef_Fe's solution](#)

258.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,578 global accepts · Rating: 1000 · first AC: 2019-06-11 · last AC: 2019-07-06 · GNU C++11 (first AC) · Tags: dp, math

[24_eef_Fe's solution](#)

259.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,680 global accepts · Rating: 1100 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy,

implementation, math, sortings

[24_eef_Fe's solution](#)

260.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,577 global accepts · Rating: 1100 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[24_eef_Fe's solution](#)

261.

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,539 global accepts · Rating: 1100 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[24_eef_Fe's solution](#)

262.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,224 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[24_eef_Fe's solution](#)

263.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,573 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[24_eef_Fe's solution](#)

264.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[24_eef_Fe's solution](#)

265.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,809 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[24_eef_Fe's solution](#)

266.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[24_eef_Fe's solution](#)

267.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[24_eef_Fe's solution](#)

268.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[24_eef_Fe's solution](#)

269.

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[24_eef_Fe's solution](#)

270.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[24_eef_Fe's solution](#)

271.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[24_eef_Fe's solution](#)

272.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[24_eef_Fe's solution](#)

273.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,387 global accepts · Rating: 1100 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[24_eef_Fe's solution](#)

274.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[24_eef_Fe's solution](#)

275.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: implementation

[24_eef_Fe's solution](#)

276.

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: implementation, strings

[24_eef_Fe's solution](#)

277.

174A

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

Quality: 3,325 global accepts · Rating: 1100 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: math

[24_eef_Fe's solution](#)

278.

169B

[Replacing Digits](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1100 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: greedy

[24_eef_Fe's solution](#)

279.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math

[24_eef_Fe's solution](#)

280.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,345 global accepts · Rating: 1100 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: dp, graphs

[24_eef_Fe's solution](#)

281.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[24_eef_Fe's solution](#)

282.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,445 global accepts · Rating: 1100 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[24_eef_Fe's solution](#)

283.

1457B

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

Rating: 1100 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: brute force, greedy

[24_eef_Fe's solution](#)

284.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: implementation

[24_eef_Fe's solution](#)

285.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: implementation

[24_eef_Fe's solution](#)

286.

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1100 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: implementation

[24_eef_Fe's solution](#)

287.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,289 global accepts · Rating: 1100 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: sortings, strings

[24_eef_Fe's solution](#)

288.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[24_eef_Fe's solution](#)

289.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: data structures, implementation

[24_eef_Fe's solution](#)

290.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[24_eef_Fe's solution](#)

291.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[24_eef_Fe's solution](#)

292.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[24_e cf_Fe's solution](#)

293.

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[24_e cf_Fe's solution](#)

294.

1293A

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

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-01-19 · last AC: 2020-01-20 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[24_e cf_Fe's solution](#)

295.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-15 · GNU C++11 (first AC) · Tags: binary search, brute force, math, ternary search

[24_e cf_Fe's solution](#)

296.

1288B

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

Quality: 17,780 global accepts · Rating: 1100 · first AC: 2020-01-14 · last AC: 2020-01-15 · GNU C++11 (first AC) · Tags: math

[24_e cf_Fe's solution](#)

297.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,556 global accepts · Rating: 1100 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: data structures, implementation

[24_e cf_Fe's solution](#)

298.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-10 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[24_e cf_Fe's solution](#)

299.

402A

[Nuts](#) · [Tutorial](#)

Quality: 4,879 global accepts · Rating: 1100 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: greedy, math

[24_e cf_Fe's solution](#)

300.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · last AC: 2019-06-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[24_e cf_Fe's solution](#)

301.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2019-05-31 · GNU C++11 (first AC) · Tags: greedy, sortings

[24_e cf_Fe's solution](#)

302.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,522 global accepts · Rating: 1200 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[24_e cf_Fe's solution](#)

303.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,314 global accepts · Rating: 1200 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[24_eef_Fe's solution](#)

304.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,748 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[24_eef_Fe's solution](#)

305.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[24_eef_Fe's solution](#)

306.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,411 global accepts · Rating: 1200 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[24_eef_Fe's solution](#)

307.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[24_eef_Fe's solution](#)

308.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[24_eef_Fe's solution](#)

309.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[24_eef_Fe's solution](#)

310.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[24_eef_Fe's solution](#)

311.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[24_eef_Fe's solution](#)

312.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[24_eef_Fe's solution](#)

313.

1582C

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

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[24_eef_Fe's solution](#)

314.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,719 global accepts · Rating: 1200 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[24_eef_Fe's solution](#)

315.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[24_eef_Fe's solution](#)

316.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[24_eef_Fe's solution](#)

317.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[24_eef_Fe's solution](#)

318.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[24_eef_Fe's solution](#)

319.

33A

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

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[24_eef_Fe's solution](#)

320.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: geometry, greedy, math, sortings

[24_eef_Fe's solution](#)

321.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,697 global accepts · Rating: 1200 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: math, number theory

[24_eef_Fe's solution](#)

322.

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: dp, implementation, math

[24_eef_Fe's solution](#)

323.

131B

[Opposites Attract](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: implementation, math

[24_eef_Fe's solution](#)

324.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: dp, games, greedy, sortings

[24_eef_Fe's solution](#)

325.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[24_eef_Fe's solution](#)

326.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[24_eef_Fe's solution](#)

327.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: greedy, implementation

[24_eef_Fe's solution](#)

328.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: greedy, sortings

[24_eef_Fe's solution](#)

329.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[24_eef_Fe's solution](#)

330.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: implementation

[24_eef_Fe's solution](#)

331.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,334 global accepts · Rating: 1200 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: sortings

[24_eef_Fe's solution](#)

332.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,462 global accepts · Rating: 1200 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[24_eef_Fe's solution](#)

333.

1384A

[Common Prefixes](#) · [Tutorial](#)

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

[24_eef_Fe's solution](#)

334.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[24_eef_Fe's solution](#)

335.

1294B

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

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-22 · last AC: 2020-01-23 · GNU C++11 (first AC) · Tags: implementation, sortings

[24_eef_Fe's solution](#)

336.

632A

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

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2019-09-30 · GNU C++11 (first AC) · Tags: —

[24_eef_Fe's solution](#)

337.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: math

[24_eef_Fe's solution](#)

338.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · last AC: 2019-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[24_eef_Fe's solution](#)

339.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[24_eef_Fe's solution](#)

340.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-13 · last AC: 2019-08-16 · GNU C++11 (first AC) · Tags: greedy, math

[24_eef_Fe's solution](#)

341.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,103 global accepts · Rating: 1300 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[24_eef_Fe's solution](#)

342.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,206 global accepts · Rating: 1300 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, shortest paths

[24_eef_Fe's solution](#)

343.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,902 global accepts · Rating: 1300 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[24_eef_Fe's solution](#)

344.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1300 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[24_ecf_Fe's solution](#)

345.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1300 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: math

[24_ecf_Fe's solution](#)

346.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,017 global accepts · Rating: 1300 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[24_ecf_Fe's solution](#)

347.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,791 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[24_ecf_Fe's solution](#)

348.

2124C

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

Quality: 14,607 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[24_ecf_Fe's solution](#)

349.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,207 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[24_ecf_Fe's solution](#)

350.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[24_ecf_Fe's solution](#)

351.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[24_ecf_Fe's solution](#)

352.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[24_ecf_Fe's solution](#)

353.

1650D

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

Quality: 14,708 global accepts · Rating: 1300 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[24_ecf_Fe's solution](#)

354.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1300 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers

[24_ecf_Fe's solution](#)

355.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[24_eef_Fe's solution](#)

356.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[24_eef_Fe's solution](#)

357.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[24_eef_Fe's solution](#)

358.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[24_eef_Fe's solution](#)

359.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[24_eef_Fe's solution](#)

360.

1618D

[Array and Operations](#) · [Tutorial](#)

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[24_eef_Fe's solution](#)

361.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[24_eef_Fe's solution](#)

362.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[24_eef_Fe's solution](#)

363.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,810 global accepts · Rating: 1300 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[24_eef_Fe's solution](#)

364.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1300 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[24_eef_Fe's solution](#)

365.

1601A

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

Quality: 21,096 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[24_eef_Fe's solution](#)

366.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: greedy

[24_eef_Fe's solution](#)

367.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[24_eef_Fe's solution](#)

368.

1471C

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

Rating: 1300 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[24_eef_Fe's solution](#)

369.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,154 global accepts · Rating: 1300 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[24_eef_Fe's solution](#)

370.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,309 global accepts · Rating: 1300 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: greedy, implementation

[24_eef_Fe's solution](#)

371.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[24_eef_Fe's solution](#)

372.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: implementation, math

[24_eef_Fe's solution](#)

373.

964B

[Messages](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: math

[24_eef_Fe's solution](#)

374.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,881 global accepts · Rating: 1300 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: brute force

[24_eef_Fe's solution](#)

375.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[24_eef_Fe's solution](#)

376.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[24_eef_Fe's solution](#)

377.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,280 global accepts · Rating: 1300 · first AC: 2020-01-23 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[24_eef_Fe's solution](#)

378.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,833 global accepts · Rating: 1300 · first AC: 2020-01-10 · last AC: 2020-01-11 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[24_eef_Fe's solution](#)

379.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · last AC: 2019-11-28 · GNU C++11 (first AC) · Tags: binary search, math
[24_eef_Fe's solution](#)

380.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,256 global accepts · Rating: 1300 · first AC: 2019-08-13 · last AC: 2019-08-16 · GNU C++11 (first AC) · Tags: implementation, math
[24_eef_Fe's solution](#)

381.

1182B

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

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · last AC: 2019-06-12 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, strings
[24_eef_Fe's solution](#)

382.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,712 global accepts · Rating: 1400 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[24_eef_Fe's solution](#)

383.

2035C

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

Quality: 11,531 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[24_eef_Fe's solution](#)

384.

1919C

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

Quality: 28,587 global accepts · Rating: 1400 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[24_eef_Fe's solution](#)

385.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[24_eef_Fe's solution](#)

386.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy,

implementation, sortings

[24_ecf_Fe's solution](#)

387.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,771 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[24_ecf_Fe's solution](#)

388.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,303 global accepts · Rating: 1400 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[24_ecf_Fe's solution](#)

389.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[24_ecf_Fe's solution](#)

390.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[24_ecf_Fe's solution](#)

391.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[24_ecf_Fe's solution](#)

392.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[24_ecf_Fe's solution](#)

393.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[24_ecf_Fe's solution](#)

394.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[24_ecf_Fe's solution](#)

395.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: brute force, sortings

[24_ecf_Fe's solution](#)

396.

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 1400 · first AC: 2021-01-03 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[24_eef_Fe's solution](#)

397.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: implementation, math

[24_eef_Fe's solution](#)

398.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,469 global accepts · Rating: 1400 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, interactive, math

[24_eef_Fe's solution](#)

399.

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: dp, implementation

[24_eef_Fe's solution](#)

400.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,295 global accepts · Rating: 1400 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: dp, greedy, hashing, implementation, strings

[24_eef_Fe's solution](#)

401.

1452B

[Toy Blocks](#) · [Tutorial](#)

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

[24_eef_Fe's solution](#)

402.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1400 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[24_eef_Fe's solution](#)

403.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[24_eef_Fe's solution](#)

404.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[24_eef_Fe's solution](#)

405.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[24_eef_Fe's solution](#)

406.

1348B

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

Quality: 27,491 global accepts · Rating: 1400 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[24_eef_Fe's solution](#)

407.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, sortings

[24_eef_Fe's solution](#)

408.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: math

[24_eef_Fe's solution](#)

409.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[24_eef_Fe's solution](#)

410.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[24_eef_Fe's solution](#)

411.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,141 global accepts · Rating: 1400 · first AC: 2020-01-10 · last AC: 2020-01-11 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[24_eef_Fe's solution](#)

412.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,557 global accepts · Rating: 1500 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[24_eef_Fe's solution](#)

413.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[24_eef_Fe's solution](#)

414.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,071 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, number theory

[24_eef_Fe's solution](#)

415.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[24_eef_Fe's solution](#)

416.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[24_eef_Fe's solution](#)

417.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,753 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy,

shortest paths, strings

[24_eef_Fe's solution](#)

418.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,346 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[24_eef_Fe's solution](#)

419.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[24_eef_Fe's solution](#)

420.

1545A

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

Quality: 14,885 global accepts · Rating: 1500 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[24_eef_Fe's solution](#)

421.

809A

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

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[24_eef_Fe's solution](#)

422.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[24_eef_Fe's solution](#)

423.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[24_eef_Fe's solution](#)

424.

1614C

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

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[24_eef_Fe's solution](#)

425.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[24_eef_Fe's solution](#)

426.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[24_eef_Fe's solution](#)

427.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings

[24_eef_Fe's solution](#)

428.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[24_eef_Fe's solution](#)

429.

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[24_eef_Fe's solution](#)

430.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[24_eef_Fe's solution](#)

431.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[24_eef_Fe's solution](#)

432.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs

[24_eef_Fe's solution](#)

433.

1486B

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

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[24_eef_Fe's solution](#)

434.

1487D

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

Quality: 20,591 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[24_eef_Fe's solution](#)

435.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[24_eef_Fe's solution](#)

436.

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[24_eef_Fe's solution](#)

437.

1466D

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

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, trees

[24_eef_Fe's solution](#)

438.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,467 global accepts · Rating: 1500 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[24_eef_Fe's solution](#)

439.

825D

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

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[24_eef_Fe's solution](#)

440.

1440C1

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

Rating: 1500 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[24_eef_Fe's solution](#)

441.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[24_eef_Fe's solution](#)

442.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,670 global accepts · Rating: 1500 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics

[24_eef_Fe's solution](#)

443.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, math, two pointers

[24_eef_Fe's solution](#)

444.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, two pointers

[24_eef_Fe's solution](#)

445.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[24_eef_Fe's solution](#)

446.

1301B

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

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search

[24_eef_Fe's solution](#)

447.

1300C

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

Rating: 1500 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: greedy, math

[24_eef_Fe's solution](#)

448.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: brute force, implementation

[24_ecf_Fe's solution](#)

449.

1208B

[Uniqueness](#) · [Tutorial](#)

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

[24_ecf_Fe's solution](#)

450.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · last AC: 2019-08-23 · GNU C++11 (first AC) · Tags: dp, greedy

[24_ecf_Fe's solution](#)

451.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · last AC: 2019-08-16 · GNU C++11 (first AC) · Tags: greedy, sortings

[24_ecf_Fe's solution](#)

452.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,231 global accepts · Rating: 1500 · first AC: 2019-03-23 · GNU C++11 (first AC) · Tags: hashing, implementation

[24_ecf_Fe's solution](#)

453.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,449 global accepts · Rating: 1600 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[24_ecf_Fe's solution](#)

454.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1600 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[24_ecf_Fe's solution](#)

455.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,952 global accepts · Rating: 1600 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[24_ecf_Fe's solution](#)

456.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,465 global accepts · Rating: 1600 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[24_ecf_Fe's solution](#)

457.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1600 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[24_ecf_Fe's solution](#)

458.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[24_ecf_Fe's solution](#)

459.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[24_eef_Fe's solution](#)

460.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[24_eef_Fe's solution](#)

461.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-04-03 · last AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[24_eef_Fe's solution](#)

462.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[24_eef_Fe's solution](#)

463.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[24_eef_Fe's solution](#)

464.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,700 global accepts · Rating: 1600 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[24_eef_Fe's solution](#)

465.

1528A

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

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[24_eef_Fe's solution](#)

466.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[24_eef_Fe's solution](#)

467.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[24_eef_Fe's solution](#)

468.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[24_eef_Fe's solution](#)

469.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math
[24_e cf_Fe's solution](#)

470.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-12-07 · last AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
[24_e cf_Fe's solution](#)

471.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[24_e cf_Fe's solution](#)

472.

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[24_e cf_Fe's solution](#)

473.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[24_e cf_Fe's solution](#)

474.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[24_e cf_Fe's solution](#)

475.

1261B1

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

Rating: 1600 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[24_e cf_Fe's solution](#)

476.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive
[24_e cf_Fe's solution](#)

477.

171G

[Mysterious numbers - 2](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 1600 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: *special
[24_e cf_Fe's solution](#)

478.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[24_e cf_Fe's solution](#)

479.

1455D

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

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[24_e cf_Fe's solution](#)

480.

825C

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

Quality: 4,887 global accepts · Rating: 1600 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: greedy, implementation

[24_e cf_Fe's solution](#)

481.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[24_e cf_Fe's solution](#)

482.

1452D

[Radio Towers](#) · [Tutorial](#)

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

[24_e cf_Fe's solution](#)

483.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: implementation

[24_e cf_Fe's solution](#)

484.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,350 global accepts · Rating: 1600 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[24_e cf_Fe's solution](#)

485.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[24_e cf_Fe's solution](#)

486.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[24_e cf_Fe's solution](#)

487.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[24_e cf_Fe's solution](#)

488.

1295C

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

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[24_e cf_Fe's solution](#)

489.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-22 · last AC: 2020-01-23 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math

[24_e cf_Fe's solution](#)

490.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,275 global accepts · Rating: 1600 · first AC: 2020-01-14 · last AC: 2020-01-15 · GNU C++11 (first AC) · Tags: combinatorics, dp
[24_eef_Fe's solution](#)

491.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1600 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: brute force, math, sortings
[24_eef_Fe's solution](#)

492.

1203D1

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

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-13 · last AC: 2019-08-16 · GNU C++11 (first AC) · Tags: greedy, implementation
[24_eef_Fe's solution](#)

493.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 1700 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees
[24_eef_Fe's solution](#)

494.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[24_eef_Fe's solution](#)

495.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers
[24_eef_Fe's solution](#)

496.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[24_eef_Fe's solution](#)

497.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[24_eef_Fe's solution](#)

498.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
[24_eef_Fe's solution](#)

499.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees
[24_eef_Fe's solution](#)

500.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[24_eef_Fe's solution](#)

501.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,463 global accepts · Rating: 1700 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[24_eef_Fe's solution](#)

502.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[24_eef_Fe's solution](#)

503.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[24_eef_Fe's solution](#)

504.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[24_eef_Fe's solution](#)

505.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,269 global accepts · Rating: 1700 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[24_eef_Fe's solution](#)

506.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[24_eef_Fe's solution](#)

507.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[24_eef_Fe's solution](#)

508.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[24_eef_Fe's solution](#)

509.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[24_eef_Fe's solution](#)

510.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[24_eef_Fe's solution](#)

511.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math

[24_eef_Fe's solution](#)

512.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[24_eef_Fe's solution](#)

513.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[24_eef_Fe's solution](#)

514.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[24_eef_Fe's solution](#)

515.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[24_eef_Fe's solution](#)

516.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,489 global accepts · Rating: 1700 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[24_eef_Fe's solution](#)

517.

1406C

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

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[24_eef_Fe's solution](#)

518.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,006 global accepts · Rating: 1700 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[24_eef_Fe's solution](#)

519.

1480C

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

Rating: 1700 · first AC: 2021-02-07 · last AC: 2021-02-08 · GNU C++11 (first AC) · Tags: binary search, interactive, math, ternary search

[24_eef_Fe's solution](#)

520.

1478C

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

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[24_eef_Fe's solution](#)

521.

1472E

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

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[24_eef_Fe's solution](#)

522.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,969 global accepts · Rating: 1700 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, strings

[24_eef_Fe's solution](#)

523.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[24_eef_Fe's solution](#)

524.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: games, geometry, math

[24_eef_Fe's solution](#)

525.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,903 global accepts · Rating: 1700 · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, two pointers

[24_eef_Fe's solution](#)

526.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[24_eef_Fe's solution](#)

527.

1384C

[String Transformation 1](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[24_eef_Fe's solution](#)

528.

1321D

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

Rating: 1700 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[24_eef_Fe's solution](#)

529.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[24_eef_Fe's solution](#)

530.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, strings

[24_eef_Fe's solution](#)

531.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[24_eef_Fe's solution](#)

532.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[24_eef_Fe's solution](#)

533.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2019-11-27 · last AC: 2019-11-28 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[24_eef_Fe's solution](#)

534.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · last AC: 2019-08-21 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[24_eef_Fe's solution](#)

535.

1203D2

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

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-13 · last AC: 2019-08-16 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, two pointers

[24_eef_Fe's solution](#)

536.

2208D1

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

Quality: 4,205 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[24_eef_Fe's solution](#)

537.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 1800 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[24_eef_Fe's solution](#)

538.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,211 global accepts · Rating: 1800 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[24_eef_Fe's solution](#)

539.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 1800 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[24_eef_Fe's solution](#)

540.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,126 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[24_eef_Fe's solution](#)

541.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[24_eef_Fe's solution](#)

542.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[24_eef_Fe's solution](#)

543.

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[24_eef_Fe's solution](#)

544.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[24_eef_Fe's solution](#)

545.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[24_eef_Fe's solution](#)

546.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[24_eef_Fe's solution](#)

547.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[24_eef_Fe's solution](#)

548.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[24_eef_Fe's solution](#)

549.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[24_eef_Fe's solution](#)

550.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[24_eef_Fe's solution](#)

551.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[24_eef_Fe's solution](#)

552.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[24_eef_Fe's solution](#)

553.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, strings

[24_eef_Fe's solution](#)

554.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[24_eef_Fe's solution](#)

555.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[24_eef_Fe's solution](#)

556.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[24_eef_Fe's solution](#)

557.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[24_eef_Fe's solution](#)

558.

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[24_eef_Fe's solution](#)

559.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[24_eef_Fe's solution](#)

560.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[24_eef_Fe's solution](#)

561.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[24_eef_Fe's solution](#)

562.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[24_eef_Fe's solution](#)

563.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[24_eef_Fe's solution](#)

564.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1800 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[24_eef_Fe's solution](#)

565.

1261B2

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

Rating: 1800 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[24_eef_Fe's solution](#)

566.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[24_eef_Fe's solution](#)

567.

220B

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

Quality: 12,890 global accepts · Rating: 1800 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[24_eef_Fe's solution](#)

568.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2021-02-17 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: dp, games, math, probabilities

[24_eef_Fe's solution](#)

569.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[24_eef_Fe's solution](#)

570.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings
[24_eef_Fe's solution](#)

571.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-11-03 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings
[24_eef_Fe's solution](#)

572.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation
[24_eef_Fe's solution](#)

573.

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy
[24_eef_Fe's solution](#)

574.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math
[24_eef_Fe's solution](#)

575.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees
[24_eef_Fe's solution](#)

576.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers
[24_eef_Fe's solution](#)

577.

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: geometry
[24_eef_Fe's solution](#)

578.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 1900 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory
[24_eef_Fe's solution](#)

579.

2200F

[Moclear Reactor 2](#) · [Tutorial](#)

Quality: 2,892 global accepts · Rating: 1900 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[24_eef_Fe's solution](#)

580.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, sortings

[24_eef_Fe's solution](#)

581.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[24_eef_Fe's solution](#)

582.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[24_eef_Fe's solution](#)

583.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[24_eef_Fe's solution](#)

584.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[24_eef_Fe's solution](#)

585.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[24_eef_Fe's solution](#)

586.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[24_eef_Fe's solution](#)

587.

1546D

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

Rating: 1900 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[24_eef_Fe's solution](#)

588.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[24_eef_Fe's solution](#)

589.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation

[24_eef_Fe's solution](#)

590.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[24_eef_Fe's solution](#)

591.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[24_eef_Fe's solution](#)

592.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[24_eef_Fe's solution](#)

593.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1900 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[24_eef_Fe's solution](#)

594.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[24_eef_Fe's solution](#)

595.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1900 · first AC: 2022-01-05 · last AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[24_eef_Fe's solution](#)

596.

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu

[24_eef_Fe's solution](#)

597.

949C

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

Quality: 2,257 global accepts · Rating: 1900 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[24_eef_Fe's solution](#)

598.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[24_eef_Fe's solution](#)

599.

1153D

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

Quality: 5,541 global accepts · Rating: 1900 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[24_e cf_Fe's solution](#)

600.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[24_e cf_Fe's solution](#)

601.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[24_e cf_Fe's solution](#)

602.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[24_e cf_Fe's solution](#)

603.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, strings

[24_e cf_Fe's solution](#)

604.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[24_e cf_Fe's solution](#)

605.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[24_e cf_Fe's solution](#)

606.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2021-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[24_e cf_Fe's solution](#)

607.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: dp

[24_e cf_Fe's solution](#)

608.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: games, greedy

[24_e cf_Fe's solution](#)

609.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive

[24_e cf_Fe's solution](#)

610.

1480D1

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

Rating: 1900 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[24_eef_Fe's solution](#)

611.

1471D

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

Rating: 1900 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[24_eef_Fe's solution](#)

612.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[24_eef_Fe's solution](#)

613.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: dp, strings

[24_eef_Fe's solution](#)

614.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[24_eef_Fe's solution](#)

615.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[24_eef_Fe's solution](#)

616.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[24_eef_Fe's solution](#)

617.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[24_eef_Fe's solution](#)

618.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, sortings

[24_eef_Fe's solution](#)

619.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[24_eef_Fe's solution](#)

620.

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-23 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[24_eef_Fe's solution](#)

621.

1285D

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

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[24_eef_Fe's solution](#)

622.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2019-11-28 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings

[24_eef_Fe's solution](#)

623.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-26 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation

[24_eef_Fe's solution](#)

624.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2019-05-23 · GNU C++11 (first AC) · Tags: *special

[24_eef_Fe's solution](#)

625.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,615 global accepts · Rating: 2000 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, implementation

[24_eef_Fe's solution](#)

626.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,705 global accepts · Rating: 2000 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, sortings

[24_eef_Fe's solution](#)

627.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[24_eef_Fe's solution](#)

628.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[24_eef_Fe's solution](#)

629.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[24_eef_Fe's solution](#)

630.

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[24_eef_Fe's solution](#)

631.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[24_eef_Fe's solution](#)

632.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 2000 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[24_eef_Fe's solution](#)

633.

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[24_eef_Fe's solution](#)

634.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[24_eef_Fe's solution](#)

635.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[24_eef_Fe's solution](#)

636.

1588B

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

Rating: 2000 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[24_eef_Fe's solution](#)

637.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[24_eef_Fe's solution](#)

638.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2022-01-04 · last AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[24_eef_Fe's solution](#)

639.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers

[24_eef_Fe's solution](#)

640.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2022-01-03 · last AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[24_eef_Fe's solution](#)

641.

1616D

[Keep the Average High](#) · Tutorial

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[24_eef_Fe's solution](#)

642.

337D

[Book of Evil](#) · Tutorial

Quality: 6,908 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[24_eef_Fe's solution](#)

643.

1620D

[Exact Change](#) · Tutorial

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[24_eef_Fe's solution](#)

644.

1566E

[Buds Re-hanging](#) · Tutorial

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[24_eef_Fe's solution](#)

645.

1619F

[Let's Play the Hat?](#) · Tutorial

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[24_eef_Fe's solution](#)

646.

776D

[The Door Problem](#) · Tutorial

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[24_eef_Fe's solution](#)

647.

1612E

[Messages](#) · Tutorial

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[24_eef_Fe's solution](#)

648.

1610D

[Not Quite Lee](#) · Tutorial

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[24_eef_Fe's solution](#)

649.

446B

[DZY Loves Modification](#) · Tutorial

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy

[24_eef_Fe's solution](#)

650.

852B

[Neural Network country](#) · Tutorial

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[24_eef_Fe's solution](#)

651.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: games

[24_eef_Fe's solution](#)

652.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,041 global accepts · Rating: 2000 · first AC: 2021-03-29 · last AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[24_eef_Fe's solution](#)

653.

843B

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

Quality: 2,582 global accepts · Rating: 2000 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[24_eef_Fe's solution](#)

654.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[24_eef_Fe's solution](#)

655.

171E

[MYSTERIOUS LANGUAGE](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2000 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: *special

[24_eef_Fe's solution](#)

656.

171C

[A Piece of Cake](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2000 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: *special, implementation

[24_eef_Fe's solution](#)

657.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, number theory

[24_eef_Fe's solution](#)

658.

1457D

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp

[24_eef_Fe's solution](#)

659.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,621 global accepts · Rating: 2000 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[24_eef_Fe's solution](#)

660.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2020-11-23 · last AC: 2020-11-23 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[24_eef_Fe's solution](#)

661.

1451E1

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

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[24_eef_Fe's solution](#)

662.

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, strings

[24_eef_Fe's solution](#)

663.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,630 global accepts · Rating: 2000 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[24_eef_Fe's solution](#)

664.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: binary search, dp

[24_eef_Fe's solution](#)

665.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[24_eef_Fe's solution](#)

666.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2020-03-17 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[24_eef_Fe's solution](#)

667.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[24_eef_Fe's solution](#)

668.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[24_eef_Fe's solution](#)

669.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[24_eef_Fe's solution](#)

670.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, dp

[24_eef_Fe's solution](#)

671.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[24](#) [ecf](#) [Fe's solution](#)

672.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, interactive, sortings, trees
[24](#) [ecf](#) [Fe's solution](#)

673.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2100 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings
[24](#) [ecf](#) [Fe's solution](#)

674.

2205E

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

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings
[24](#) [ecf](#) [Fe's solution](#)

675.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[24](#) [ecf](#) [Fe's solution](#)

676.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[24](#) [ecf](#) [Fe's solution](#)

677.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings
[24](#) [ecf](#) [Fe's solution](#)

678.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings
[24](#) [ecf](#) [Fe's solution](#)

679.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees
[24](#) [ecf](#) [Fe's solution](#)

680.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, strings

[24_e cf_Fe's solution](#)

681.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[24_e cf_Fe's solution](#)

682.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[24_e cf_Fe's solution](#)

683.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[24_e cf_Fe's solution](#)

684.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[24_e cf_Fe's solution](#)

685.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[24_e cf_Fe's solution](#)

686.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[24_e cf_Fe's solution](#)

687.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[24_e cf_Fe's solution](#)

688.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[24_e cf_Fe's solution](#)

689.

1364D

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

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[24_e cf_Fe's solution](#)

690.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[24_e cf_Fe's solution](#)

691.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings
[24_e cf_Fe's solution](#)

692.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees
[24_e cf_Fe's solution](#)

693.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory
[24_e cf_Fe's solution](#)

694.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
[24_e cf_Fe's solution](#)

695.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[24_e cf_Fe's solution](#)

696.

491B

[New York Hotel](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2100 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[24_e cf_Fe's solution](#)

697.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory
[24_e cf_Fe's solution](#)

698.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math
[24_e cf_Fe's solution](#)

699.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities
[24_e cf_Fe's solution](#)

700.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, data structures, dp
[24_e cf_Fe's solution](#)

701.

1480D2

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

Rating: 2100 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[24_eef_Fe's solution](#)

702.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[24_eef_Fe's solution](#)

703.

1472F

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

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[24_eef_Fe's solution](#)

704.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2021-01-08 · last AC: 2021-01-08 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[24_eef_Fe's solution](#)

705.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[24_eef_Fe's solution](#)

706.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, greedy, math, ternary search

[24_eef_Fe's solution](#)

707.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[24_eef_Fe's solution](#)

708.

2208D2

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

Quality: 1,836 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[24_eef_Fe's solution](#)

709.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[24_eef_Fe's solution](#)

710.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[24_eef_Fe's solution](#)

711.

2200G

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

Quality: 1,030 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[24_eef_Fe's solution](#)

712.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search
[24_eef_Fe's solution](#)

713.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2022-05-05 · last AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math
[24_eef_Fe's solution](#)

714.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
[24_eef_Fe's solution](#)

715.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
[24_eef_Fe's solution](#)

716.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory
[24_eef_Fe's solution](#)

717.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[24_eef_Fe's solution](#)

718.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[24_eef_Fe's solution](#)

719.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games
[24_eef_Fe's solution](#)

720.

617E

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

Quality: 10,615 global accepts · Rating: 2200 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[24_eef_Fe's solution](#)

721.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[24_eef_Fe's solution](#)

722.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[24_eef_Fe's solution](#)

723.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy

[24_eef_Fe's solution](#)

724.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[24_eef_Fe's solution](#)

725.

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[24_eef_Fe's solution](#)

726.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[24_eef_Fe's solution](#)

727.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2200 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[24_eef_Fe's solution](#)

728.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[24_eef_Fe's solution](#)

729.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[24_eef_Fe's solution](#)

730.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[24_eef_Fe's solution](#)

731.

1593G

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

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[24_eef_Fe's solution](#)

732.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,115 global accepts · Rating: 2200 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[24_eef_Fe's solution](#)

733.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[24_eef_Fe's solution](#)

734.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[24_eef_Fe's solution](#)

735.

1311E

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

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, trees

[24_eef_Fe's solution](#)

736.

1486E

[Paired Payment](#) · [Tutorial](#)

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

[24_eef_Fe's solution](#)

737.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[24_eef_Fe's solution](#)

738.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[24_eef_Fe's solution](#)

739.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[24_eef_Fe's solution](#)

740.

1457E

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: data structures, greedy

[24_eef_Fe's solution](#)

741.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2020-11-04 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[24_eef_Fe's solution](#)

742.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: dp, trees

[24_eef_Fe's solution](#)

743.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees

[24_eef_Fe's solution](#)

744.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[24_eef_Fe's solution](#)

745.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[24_eef_Fe's solution](#)

746.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-08-02 · GNU C++11 (first AC) · Tags: math, number theory

[24_eef_Fe's solution](#)

747.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-07-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[24_eef_Fe's solution](#)

748.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: dp, sortings

[24_eef_Fe's solution](#)

749.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[24_eef_Fe's solution](#)

750.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[24_eef_Fe's solution](#)

751.

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,048 global accepts · Rating: 2300 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[24_eef_Fe's solution](#)

752.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2300 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[24_eef_Fe's solution](#)

753.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[24_eef_Fe's solution](#)

754.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[24_eef_Fe's solution](#)

755.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[24_eef_Fe's solution](#)

756.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[24_eef_Fe's solution](#)

757.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[24_eef_Fe's solution](#)

758.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[24_eef_Fe's solution](#)

759.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[24_eef_Fe's solution](#)

760.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math

[24_eef_Fe's solution](#)

761.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[24_eef_Fe's solution](#)

762.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[24_eef_Fe's solution](#)

763.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities

[24_eef_Fe's solution](#)

764.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[24_eef_Fe's solution](#)

765.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[24_eef_Fe's solution](#)

766.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[24_eef_Fe's solution](#)

767.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[24_eef_Fe's solution](#)

768.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[24_eef_Fe's solution](#)

769.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[24_eef_Fe's solution](#)

770.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[24_eef_Fe's solution](#)

771.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[24_eef_Fe's solution](#)

772.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[24_eef_Fe's solution](#)

773.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 2300 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[24_eef_Fe's solution](#)

774.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 2300 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[24_eef_Fe's solution](#)

775.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[24_eef_Fe's solution](#)

776.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[24_eef_Fe's solution](#)

777.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[24_eef_Fe's solution](#)

778.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[24_eef_Fe's solution](#)

779.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: data structures, flows, hashing

[24_eef_Fe's solution](#)

780.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: graphs, hashing, math, number theory

[24_eef_Fe's solution](#)

781.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, strings

[24_eef_Fe's solution](#)

782.

1451E2

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

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[24_eef_Fe's solution](#)

783.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[24_eef_Fe's solution](#)

784.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: dp, sortings

[24_eef_Fe's solution](#)

785.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[24_eef_Fe's solution](#)

786.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[24_eef_Fe's solution](#)

787.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[24_eef_Fe's solution](#)

788.

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 467 global accepts · Rating: 2400 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[24_eef_Fe's solution](#)

789.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[24_eef_Fe's solution](#)

790.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[24_eef_Fe's solution](#)

791.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[24_eef_Fe's solution](#)

792.

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[24_eef_Fe's solution](#)

793.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[24_eef_Fe's solution](#)

794.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[24_eef_Fe's solution](#)

795.

1591E

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

Rating: 2400 · first AC: 2022-03-10 · last AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[24_eef_Fe's solution](#)

796.

1585F

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

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[24_eef_Fe's solution](#)

797.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[24_eef_Fe's solution](#)

798.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[24_eef_Fe's solution](#)

799.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[24_eef_Fe's solution](#)

800.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[24_eef_Fe's solution](#)

801.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[24_eef_Fe's solution](#)

802.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[24_eef_Fe's solution](#)

803.

1633E

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

Quality: 1,744 global accepts · Rating: 2400 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[24_eef_Fe's solution](#)

804.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[24_eef_Fe's solution](#)

805.

1107E

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

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[24_eef_Fe's solution](#)

806.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[24_eef_Fe's solution](#)

807.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees

[24_eef_Fe's solution](#)

808.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[24_eef_Fe's solution](#)

809.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[24_eef_Fe's solution](#)

810.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[24_eef_Fe's solution](#)

811.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[24_eef_Fe's solution](#)

812.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[24_eef_Fe's solution](#)

813.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[24_eef_Fe's solution](#)

814.

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

[24_eef_Fe's solution](#)

815.

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[24_eef_Fe's solution](#)

816.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[24_eef_Fe's solution](#)

817.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[24_eef_Fe's solution](#)

818.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[24_eef_Fe's solution](#)

819.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2400 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[24_eef_Fe's solution](#)

820.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2400 · first AC: 2021-03-30 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities

[24_eef_Fe's solution](#)

821.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,275 global accepts · Rating: 2400 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[24_eef_Fe's solution](#)

822.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[24_eef_Fe's solution](#)

823.

1485F

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

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-14 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, sortings

[24_eef_Fe's solution](#)

824.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[24_eef_Fe's solution](#)

825.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[24_eef_Fe's solution](#)

826.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings

[24_eef_Fe's solution](#)

827.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[24_eef_Fe's solution](#)

828.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[24_eef_Fe's solution](#)

829.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[24_eef_Fe's solution](#)

830.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[24_eef_Fe's solution](#)

831.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[24_eef_Fe's solution](#)

832.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[24_eef_Fe's solution](#)

833.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[24_eef_Fe's solution](#)

834.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[24_eef_Fe's solution](#)

835.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[24_eef_Fe's solution](#)

836.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[24_eef_Fe's solution](#)

837.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2022-01-22 · last AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[24_eef_Fe's solution](#)

838.

101E

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

Quality: 604 global accepts · Rating: 2500 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[24_eef_Fe's solution](#)

839.

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, greedy

[24_eef_Fe's solution](#)

840.

681E

[Runaway to a Shadow](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[24_eef_Fe's solution](#)

841.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry

[24_eef_Fe's solution](#)

842.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2021-12-28 · last AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[24_eef_Fe's solution](#)

843.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[24_eef_Fe's solution](#)

844.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[24_eef_Fe's solution](#)

845.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[24_eef_Fe's solution](#)

846.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[24_eef_Fe's solution](#)

847.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[24_eef_Fe's solution](#)

848.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[24_eef_Fe's solution](#)

849.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[24_eef_Fe's solution](#)

850.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[24_eef_Fe's solution](#)

851.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[24_eef_Fe's solution](#)

852.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-01-18 · last AC: 2021-01-18 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[24_eef_Fe's solution](#)

853.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: flows, graphs

[24_eef_Fe's solution](#)

854.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[24_eef_Fe's solution](#)

855.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[24_eef_Fe's solution](#)

856.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[24_eef_Fe's solution](#)

857.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[24_eef_Fe's solution](#)

858.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[24_eef_Fe's solution](#)

859.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[24_eef_Fe's solution](#)

860.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[24_eef_Fe's solution](#)

861.

682E

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

Quality: 715 global accepts · Rating: 2600 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, two pointers

[24_eef_Fe's solution](#)

862.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[24_eef_Fe's solution](#)

863.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[24_eef_Fe's solution](#)

864.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, probabilities

[24_eef_Fe's solution](#)

865.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[24_eef_Fe's solution](#)

866.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[24_eef_Fe's solution](#)

867.

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees

[24_eef_Fe's solution](#)

868.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[24_eef_Fe's solution](#)

869.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[24_eef_Fe's solution](#)

870.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[24_eef_Fe's solution](#)

871.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, trees
[24_eef_Fe's solution](#)

872.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths
[24_eef_Fe's solution](#)

873.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2021-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities
[24_eef_Fe's solution](#)

874.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[24_eef_Fe's solution](#)

875.

2C

[Commentator problem](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: geometry
[24_eef_Fe's solution](#)

876.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: data structures, probabilities
[24_eef_Fe's solution](#)

877.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, implementation
[24_eef_Fe's solution](#)

878.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math
[24_eef_Fe's solution](#)

879.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[24_eef_Fe's solution](#)

880.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees
[24_eef_Fe's solution](#)

881.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees
[24_eef_Fe's solution](#)

882.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing
[24_eef_Fe's solution](#)

883.

1658F

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

Quality: 925 global accepts · Rating: 2700 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[24_eef_Fe's solution](#)

884.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers
[24_eef_Fe's solution](#)

885.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees
[24_eef_Fe's solution](#)

886.

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-18 · last AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math
[24_eef_Fe's solution](#)

887.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities
[24_eef_Fe's solution](#)

888.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings
[24_eef_Fe's solution](#)

889.

113D

[Museum](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2700 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, probabilities
[24_eef_Fe's solution](#)

890.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory
[24_eef_Fe's solution](#)

891.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[24_eef_Fe's solution](#)

892.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[24_eef_Fe's solution](#)

893.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[24_eef_Fe's solution](#)

894.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[24_eef_Fe's solution](#)

895.

1615F

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

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[24_eef_Fe's solution](#)

896.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,628 global accepts · Rating: 2800 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[24_eef_Fe's solution](#)

897.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[24_eef_Fe's solution](#)

898.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[24_eef_Fe's solution](#)

899.

2192F

[Fish Fight](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 2900 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[24_eef_Fe's solution](#)

900.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[24_eef_Fe's solution](#)

901.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices
[24_eef_Fe's solution](#)

902.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities
[24_eef_Fe's solution](#)

903.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[24_eef_Fe's solution](#)

904.

679D

[Bear and Chase](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 2900 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities
[24_eef_Fe's solution](#)

905.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[24_eef_Fe's solution](#)

906.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees
[24_eef_Fe's solution](#)

907.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees
[24_eef_Fe's solution](#)

908.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...
[24_eef_Fe's solution](#)

909.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math
[24_eef_Fe's solution](#)

910.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math
[24_eef_Fe's solution](#)

911.

1392H

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[24_eef_Fe's solution](#)

912.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp
[24_eef_Fe's solution](#)

913.

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[24_eef_Fe's solution](#)

914.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[24_eef_Fe's solution](#)

915.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers
[24_eef_Fe's solution](#)

916.

1161E

[Rainbow Coins](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: interactive
[24_eef_Fe's solution](#)

917.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2021-03-31 · last AC: 2021-03-31 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities, trees
[24_eef_Fe's solution](#)

918.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[24_eef_Fe's solution](#)

919.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[24_eef_Fe's solution](#)

920.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy
[24_eef_Fe's solution](#)

921.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[24_eef_Fe's solution](#)

922.

1621G

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

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[24_eef_Fe's solution](#)

923.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2021-01-09 · last AC: 2021-01-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[24_eef_Fe's solution](#)

924.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows, greedy

[24_eef_Fe's solution](#)

925.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, trees

[24_eef_Fe's solution](#)

926.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2021-12-29 · last AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing

[24_eef_Fe's solution](#)

927.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[24_eef_Fe's solution](#)

928.

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs

[24_eef_Fe's solution](#)

929.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[24_eef_Fe's solution](#)

930.

103427L

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

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[24_eef_Fe's solution](#)

931.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[24_eef_Fe's solution](#)

932.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[24_eef_Fe's solution](#)

933.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · GNU C11 (first AC) · Tags: —
[24_eef_Fe's solution](#)

934.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[24_eef_Fe's solution](#)

935.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[24_eef_Fe's solution](#)

936.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · PyPy 3 (first AC) · Tags: —
[24_eef_Fe's solution](#)

937.

104427I

[Visiting Friend](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[24_eef_Fe's solution](#)

938.

104427E

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[24_eef_Fe's solution](#)

939.

104427B

[Lawyers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[24_eef_Fe's solution](#)

940.

104427J

[Cooperation Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[24_eef_Fe's solution](#)

941.

104427G

[Make Everything White](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[24_eef_Fe's solution](#)

942.

104427A

[Reversing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[24_eef_Fe's solution](#)

943.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[24_eef_Fe's solution](#)

944.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · PyPy 3-64 (first AC) · Tags: —

[24_eef_Fe's solution](#)

945.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[24_eef_Fe's solution](#)

946.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[24_eef_Fe's solution](#)

947.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[24_eef_Fe's solution](#)

948.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[24_eef_Fe's solution](#)

949.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[24_eef_Fe's solution](#)

950.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[24_eef_Fe's solution](#)

951.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[24_eef_Fe's solution](#)

952.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[24_eef_Fe's solution](#)

953.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[24_eef_Fe's solution](#)

954.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[24_eef_Fe's solution](#)

955.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[24_eef_Fe's solution](#)

956.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[24_eef_Fe's solution](#)

957.

104128I

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

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[24_eef_Fe's solution](#)

958.

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[24_eef_Fe's solution](#)

959.

104172L

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

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[24_eef_Fe's solution](#)

960.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[24_eef_Fe's solution](#)

961.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[24_eef_Fe's solution](#)

962.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[24_eef_Fe's solution](#)

963.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[24_eef_Fe's solution](#)

964.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[24_eef_Fe's solution](#)

965.

104459G

[Heap](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[24_eef_Fe's solution](#)

966.

104459B

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[24_eef_Fe's solution](#)

967.

104459E

[BaoBao Loves Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[24_eef_Fe's solution](#)

968.

104459L

[Flipping Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[24_eef_Fe's solution](#)

969.

104459K

[Happy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · GNU C11 (first AC) · Tags: —
[24_eef_Fe's solution](#)

970.

104459F

[Game on a Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[24_eef_Fe's solution](#)

971.

104459H

[Wandering Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[24_eef_Fe's solution](#)

972.

104459C

[Tokens on the Segments](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[24_eef_Fe's solution](#)

973.

104459A

[Sekiro](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[24_eef_Fe's solution](#)

974.

104459D

[Stones in the Bucket](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[24_eef_Fe's solution](#)

975.

104459M

[Calandar](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[24_eef_Fe's solution](#)

976.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[24_eef_Fe's solution](#)

977.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[24_eef_Fe's solution](#)

978.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[24_eef_Fe's solution](#)