

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

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# Unique solved — 4ndr3i

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

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 454

1.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-31 · last AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [math](#)  
[4ndr3i's solution](#)

2.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [implementation](#)  
[4ndr3i's solution](#)

3.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [math](#)  
[4ndr3i's solution](#)

4.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [implementation](#)  
[4ndr3i's solution](#)

5.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [math](#)  
[4ndr3i's solution](#)

6.

1985B

[Maximum Multiple Sum](#) · [Tutorial](#)

Quality: 56,781 global accepts · Rating: 800 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [math](#), [number theory](#)  
[4ndr3i's solution](#)

7.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,382 global accepts · Rating: 800 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [strings](#)  
[4ndr3i's solution](#)

8.

1975A

[Bazoka and Mocha's Array](#) · [Tutorial](#)

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [greedy](#), [implementation](#), [sortings](#)  
[4ndr3i's solution](#)

9.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [games](#), [greedy](#)  
[4ndr3i's solution](#)

**10.**

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[4ndr3i's solution](#)

**11.**

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[4ndr3i's solution](#)

**12.**

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,288 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[4ndr3i's solution](#)

**13.**

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[4ndr3i's solution](#)

**14.**

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[4ndr3i's solution](#)

**15.**

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[4ndr3i's solution](#)

**16.**

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[4ndr3i's solution](#)

**17.**

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[4ndr3i's solution](#)

**18.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[4ndr3i's solution](#)

**19.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math  
[4ndr3i's solution](#)

**20.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[4ndr3i's solution](#)

**21.**

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,815 global accepts · Rating: 800 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation

[4ndr3i's solution](#)

**22.**

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,361 global accepts · Rating: 800 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[4ndr3i's solution](#)

**23.**

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,192 global accepts · Rating: 800 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[4ndr3i's solution](#)

**24.**

1914B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[4ndr3i's solution](#)

**25.**

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,157 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[4ndr3i's solution](#)

**26.**

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,150 global accepts · Rating: 800 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[4ndr3i's solution](#)

**27.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,389 global accepts · Rating: 800 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[4ndr3i's solution](#)

**28.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,376 global accepts · Rating: 800 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[4ndr3i's solution](#)

**29.**

1898A

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

Quality: 17,426 global accepts · Rating: 800 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[4ndr3i's solution](#)

**30.**

1899A

[Game with Integers](#) · [Tutorial](#)

Quality: 92,819 global accepts · Rating: 800 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[4ndr3i's solution](#)

**31.**

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[4ndr3i's solution](#)

**32.**

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[4ndr3i's solution](#)

**33.**

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[4ndr3i's solution](#)

**34.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[4ndr3i's solution](#)

**35.**

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,710 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[4ndr3i's solution](#)

**36.**

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[4ndr3i's solution](#)

**37.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[4ndr3i's solution](#)

**38.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[4ndr3i's solution](#)

**39.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 800 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[4ndr3i's solution](#)

**40.**

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[4ndr3i's solution](#)

**41.**

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[4ndr3i's solution](#)

**42.**

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[4ndr3i's solution](#)

**43.**

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,548 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[4ndr3i's solution](#)

**44.**

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,383 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[4ndr3i's solution](#)

**45.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,217 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[4ndr3i's solution](#)

**46.**

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation

[4ndr3i's solution](#)

**47.**

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,071 global accepts · Rating: 800 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[4ndr3i's solution](#)

**48.**

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,708 global accepts · Rating: 800 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[4ndr3i's solution](#)

**49.**

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 800 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[4ndr3i's solution](#)

**50.**

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[4ndr3i's solution](#)

**51.**

1789A

[Serval and Mocha's Array](#) · [Tutorial](#)

Quality: 33,014 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[4ndr3i's solution](#)

**52.**

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings, two pointers

[4ndr3i's solution](#)

**53.**

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[4ndr3i's solution](#)

**54.**

1793A

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

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[4ndr3i's solution](#)

**55.**

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,038 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[4ndr3i's solution](#)

**56.**

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 800 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[4ndr3i's solution](#)

**57.**

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,821 global accepts · Rating: 800 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[4ndr3i's solution](#)

**58.**

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,214 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers  
[4ndr3i's solution](#)

**59.**

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,666 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation  
[4ndr3i's solution](#)

**60.**

1791A

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

Quality: 80,642 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[4ndr3i's solution](#)

**61.**

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[4ndr3i's solution](#)

**62.**

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[4ndr3i's solution](#)

**63.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[4ndr3i's solution](#)

**64.**

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings

[4ndr3i's solution](#)

**65.**

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[4ndr3i's solution](#)

**66.**

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[4ndr3i's solution](#)

**67.**

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[4ndr3i's solution](#)

**68.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[4ndr3i's solution](#)

**69.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[4ndr3i's solution](#)

**70.**

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[4ndr3i's solution](#)

**71.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,036 global accepts · Rating: 800 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[4ndr3i's solution](#)

**72.**

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,077 global accepts · Rating: 800 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[4ndr3i's solution](#)

**73.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[4ndr3i's solution](#)

**74.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[4ndr3i's solution](#)

**75.**

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[4ndr3i's solution](#)

**76.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,410 global accepts · Rating: 900 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[4ndr3i's solution](#)

**77.**

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[4ndr3i's solution](#)

**78.**

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[4ndr3i's solution](#)

**79.**

1900B

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

Quality: 20,474 global accepts · Rating: 900 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[4ndr3i's solution](#)

**80.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[4ndr3i's solution](#)

**81.**

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,671 global accepts · Rating: 900 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[4ndr3i's solution](#)

**82.**

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[4ndr3i's solution](#)

**83.**

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,502 global accepts · Rating: 900 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[4ndr3i's solution](#)

**84.**

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[4ndr3i's solution](#)

**85.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,837 global accepts · Rating: 900 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[4ndr3i's solution](#)

86.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[4ndr3i's solution](#)

87.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[4ndr3i's solution](#)

88.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[4ndr3i's solution](#)

89.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[4ndr3i's solution](#)

90.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,924 global accepts · Rating: 900 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[4ndr3i's solution](#)

91.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,115 global accepts · Rating: 1000 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[4ndr3i's solution](#)

92.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[4ndr3i's solution](#)

93.

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

[4ndr3i's solution](#)

94.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[4ndr3i's solution](#)

95.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,277 global accepts · Rating: 1000 · first AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: strings

[4ndr3i's solution](#)

96.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[4ndr3i's solution](#)

**97.**

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,201 global accepts · Rating: 1000 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[4ndr3i's solution](#)

**98.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,279 global accepts · Rating: 1000 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[4ndr3i's solution](#)

**99.**

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[4ndr3i's solution](#)

**100.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[4ndr3i's solution](#)

**101.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,170 global accepts · Rating: 1000 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[4ndr3i's solution](#)

**102.**

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[4ndr3i's solution](#)

**103.**

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[4ndr3i's solution](#)

**104.**

1786C

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[4ndr3i's solution](#)

**105.**

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[4ndr3i's solution](#)

**106.**

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[4ndr3i's solution](#)

**107.**

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[4ndr3i's solution](#)

**108.**

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[4ndr3i's solution](#)

**109.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[4ndr3i's solution](#)

**110.**

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[4ndr3i's solution](#)

**111.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[4ndr3i's solution](#)

**112.**

1966B

[Rectangle Filling](#) · [Tutorial](#)

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[4ndr3i's solution](#)

**113.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[4ndr3i's solution](#)

**114.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[4ndr3i's solution](#)

**115.**

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[4ndr3i's solution](#)

**116.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[4ndr3i's solution](#)

**117.**

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,544 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[4ndr3i's solution](#)

**118.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[4ndr3i's solution](#)

**119.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,882 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[4ndr3i's solution](#)

**120.**

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory

[4ndr3i's solution](#)

**121.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[4ndr3i's solution](#)

**122.**

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,391 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[4ndr3i's solution](#)

**123.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[4ndr3i's solution](#)

**124.**

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,009 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, implementation, math

[4ndr3i's solution](#)

**125.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[4ndr3i's solution](#)

**126.**

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,120 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[4ndr3i's solution](#)

**127.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[4ndr3i's solution](#)

**128.**

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[4ndr3i's solution](#)

**129.**

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[4ndr3i's solution](#)

**130.**

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,297 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[4ndr3i's solution](#)

**131.**

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[4ndr3i's solution](#)

**132.**

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[4ndr3i's solution](#)

**133.**

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[4ndr3i's solution](#)

**134.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[4ndr3i's solution](#)

**135.**

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1100 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[4ndr3i's solution](#)

**136.**

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[4ndr3i's solution](#)

**137.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[4ndr3i's solution](#)

**138.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[4ndr3i's solution](#)

**139.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[4ndr3i's solution](#)

**140.**

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[4ndr3i's solution](#)

**141.**

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[4ndr3i's solution](#)

**142.**

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,107 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[4ndr3i's solution](#)

**143.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[4ndr3i's solution](#)

**144.**

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[4ndr3i's solution](#)

**145.**

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,774 global accepts · Rating: 1200 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[4ndr3i's solution](#)

**146.**

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,675 global accepts · Rating: 1200 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[4ndr3i's solution](#)

**147.**

1848B

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

Quality: 24,416 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[4ndr3i's solution](#)

**148.**

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing,

strings

[4ndr3i's solution](#)

**149.**

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[4ndr3i's solution](#)

**150.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[4ndr3i's solution](#)

**151.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[4ndr3i's solution](#)

**152.**

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[4ndr3i's solution](#)

**153.**

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[4ndr3i's solution](#)

**154.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[4ndr3i's solution](#)

**155.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,708 global accepts · Rating: 1300 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[4ndr3i's solution](#)

**156.**

1988C

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

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[4ndr3i's solution](#)

**157.**

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[4ndr3i's solution](#)

**158.**

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[4ndr3i's solution](#)

**159.**

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation  
[4ndr3i's solution](#)

**160.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[4ndr3i's solution](#)

**161.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math  
[4ndr3i's solution](#)

**162.**

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy  
[4ndr3i's solution](#)

**163.**

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees  
[4ndr3i's solution](#)

**164.**

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-18 · last AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory  
[4ndr3i's solution](#)

**165.**

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[4ndr3i's solution](#)

**166.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy  
[4ndr3i's solution](#)

**167.**

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy  
[4ndr3i's solution](#)

**168.**

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math  
[4ndr3i's solution](#)

**169.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, trees

[4ndr3i's solution](#)

**170.**

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[4ndr3i's solution](#)

**171.**

862B

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

Quality: 25,657 global accepts · Rating: 1300 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[4ndr3i's solution](#)

**172.**

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[4ndr3i's solution](#)

**173.**

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[4ndr3i's solution](#)

**174.**

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[4ndr3i's solution](#)

**175.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive

[4ndr3i's solution](#)

**176.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,122 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[4ndr3i's solution](#)

**177.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[4ndr3i's solution](#)

**178.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[4ndr3i's solution](#)

**179.**

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[4ndr3i's solution](#)

**180.**

1768C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[4ndr3i's solution](#)

**181.**

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[4ndr3i's solution](#)

**182.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[4ndr3i's solution](#)

**183.**

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[4ndr3i's solution](#)

**184.**

1967A

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

Quality: 14,941 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[4ndr3i's solution](#)

**185.**

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[4ndr3i's solution](#)

**186.**

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[4ndr3i's solution](#)

**187.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math

[4ndr3i's solution](#)

**188.**

1919C

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

Quality: 28,591 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[4ndr3i's solution](#)

**189.**

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[4ndr3i's solution](#)

**190.**

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[4ndr3i's solution](#)

**191.**

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[4ndr3i's solution](#)

**192.**

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[4ndr3i's solution](#)

**193.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[4ndr3i's solution](#)

**194.**

1883G1

[Dances \(Easy version\)](#) · [Tutorial](#)

Quality: 19,563 global accepts · Rating: 1400 · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[4ndr3i's solution](#)

**195.**

1894C

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

Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[4ndr3i's solution](#)

**196.**

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[4ndr3i's solution](#)

**197.**

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[4ndr3i's solution](#)

**198.**

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[4ndr3i's solution](#)

**199.**

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,865 global accepts · Rating: 1400 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[4ndr3i's solution](#)

**200.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[4ndr3i's solution](#)

**201.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,251 global accepts · Rating: 1400 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[4ndr3i's solution](#)

**202.**

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,582 global accepts · Rating: 1400 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[4ndr3i's solution](#)

**203.**

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[4ndr3i's solution](#)

**204.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[4ndr3i's solution](#)

**205.**

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[4ndr3i's solution](#)

**206.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[4ndr3i's solution](#)

**207.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[4ndr3i's solution](#)

**208.**

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1500 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[4ndr3i's solution](#)

**209.**

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1500 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[4ndr3i's solution](#)

**210.**

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2023-09-08 · last AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp

[4ndr3i's solution](#)

**211.**

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,695 global accepts · Rating: 1500 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[4ndr3i's solution](#)

**212.**

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[4ndr3i's solution](#)

**213.**

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[4ndr3i's solution](#)

**214.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[4ndr3i's solution](#)

**215.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[4ndr3i's solution](#)

**216.**

1418C

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

Quality: 28,149 global accepts · Rating: 1500 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[4ndr3i's solution](#)

**217.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[4ndr3i's solution](#)

**218.**

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[4ndr3i's solution](#)

**219.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,349 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[4ndr3i's solution](#)

**220.**

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[4ndr3i's solution](#)

## 221.

1158A

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

Quality: 8,339 global accepts · Rating: 1500 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[4ndr3i's solution](#)

## 222.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,898 global accepts · Rating: 1500 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[4ndr3i's solution](#)

## 223.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,798 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, strings, two pointers

[4ndr3i's solution](#)

## 224.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,936 global accepts · Rating: 1500 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[4ndr3i's solution](#)

## 225.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[4ndr3i's solution](#)

## 226.

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[4ndr3i's solution](#)

## 227.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,997 global accepts · Rating: 1500 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[4ndr3i's solution](#)

## 228.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[4ndr3i's solution](#)

## 229.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[4ndr3i's solution](#)

## 230.

1611D

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

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees  
[4ndr3i's solution](#)

**231.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[4ndr3i's solution](#)

**232.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[4ndr3i's solution](#)

**233.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[4ndr3i's solution](#)

**234.**

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[4ndr3i's solution](#)

**235.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[4ndr3i's solution](#)

**236.**

1920C

[Partitioning the Array](#) · [Tutorial](#)

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[4ndr3i's solution](#)

**237.**

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[4ndr3i's solution](#)

**238.**

1843E

[Tracking Segments](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[4ndr3i's solution](#)

**239.**

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,787 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[4ndr3i's solution](#)

**240.**

1528A

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

Quality: 18,991 global accepts · Rating: 1600 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[4ndr3i's solution](#)

## 241.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1600 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[4ndr3i's solution](#)

## 242.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,172 global accepts · Rating: 1600 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings

[4ndr3i's solution](#)

## 243.

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[4ndr3i's solution](#)

## 244.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,505 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[4ndr3i's solution](#)

## 245.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,642 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[4ndr3i's solution](#)

## 246.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[4ndr3i's solution](#)

## 247.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[4ndr3i's solution](#)

## 248.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, ternary search

[4ndr3i's solution](#)

## 249.

1520F1

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

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[4ndr3i's solution](#)

## 250.

814C

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

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, strings, two pointers

[4ndr3i's solution](#)

**251.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[4ndr3i's solution](#)

**252.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[4ndr3i's solution](#)

**253.**

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[4ndr3i's solution](#)

**254.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[4ndr3i's solution](#)

**255.**

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[4ndr3i's solution](#)

**256.**

2007D

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

Rating: 1700 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs, greedy, trees

[4ndr3i's solution](#)

**257.**

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[4ndr3i's solution](#)

**258.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[4ndr3i's solution](#)

**259.**

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[4ndr3i's solution](#)

**260.**

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[4ndr3i's solution](#)

**261.**

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[4ndr3i's solution](#)

**262.**

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[4ndr3i's solution](#)

**263.**

1937C

[Bitwise Operation Wizard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[4ndr3i's solution](#)

**264.**

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

[4ndr3i's solution](#)

**265.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[4ndr3i's solution](#)

**266.**

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,154 global accepts · Rating: 1700 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[4ndr3i's solution](#)

**267.**

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[4ndr3i's solution](#)

**268.**

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[4ndr3i's solution](#)

**269.**

1890D

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

Rating: 1700 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math, sortings

[4ndr3i's solution](#)

**270.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[4ndr3i's solution](#)

**271.**

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[4ndr3i's solution](#)

**272.**

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1700 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[4ndr3i's solution](#)

**273.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[4ndr3i's solution](#)

**274.**

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1700 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[4ndr3i's solution](#)

**275.**

1462E2

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

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[4ndr3i's solution](#)

**276.**

1368D

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

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[4ndr3i's solution](#)

**277.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[4ndr3i's solution](#)

**278.**

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[4ndr3i's solution](#)

**279.**

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[4ndr3i's solution](#)

**280.**

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[4ndr3i's solution](#)

**281.**

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[4ndr3i's solution](#)

**282.**

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[4ndr3i's solution](#)

**283.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-02-02 · last AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[4ndr3i's solution](#)

**284.**

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[4ndr3i's solution](#)

**285.**

1694D

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-02-24 · last AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[4ndr3i's solution](#)

**286.**

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[4ndr3i's solution](#)

**287.**

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[4ndr3i's solution](#)

**288.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[4ndr3i's solution](#)

**289.**

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1700 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, trees

[4ndr3i's solution](#)

**290.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2023-02-02 · last AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[4ndr3i's solution](#)

**291.**

270D

[Greenhouse Effect](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[4ndr3i's solution](#)

**292.**

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: games

[4ndr3i's solution](#)

**293.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[4ndr3i's solution](#)

**294.**

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[4ndr3i's solution](#)

**295.**

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[4ndr3i's solution](#)

**296.**

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[4ndr3i's solution](#)

**297.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[4ndr3i's solution](#)

**298.**

1091D

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

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[4ndr3i's solution](#)

**299.**

296D

[Greg and Graph](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[4ndr3i's solution](#)

**300.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[4ndr3i's solution](#)

**301.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[4ndr3i's solution](#)

**302.**

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[4ndr3i's solution](#)

**303.**

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory

[4ndr3i's solution](#)

**304.**

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,672 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[4ndr3i's solution](#)

**305.**

1443F

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

Rating: 1800 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, greedy, math

[4ndr3i's solution](#)

**306.**

1443D

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

Rating: 1800 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[4ndr3i's solution](#)

**307.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[4ndr3i's solution](#)

**308.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[4ndr3i's solution](#)

**309.**

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[4ndr3i's solution](#)

**310.**

1966D

[Missing Subsequence Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[4ndr3i's solution](#)

**311.**

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[4ndr3i's solution](#)

**312.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[4ndr3i's solution](#)

**313.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[4ndr3i's solution](#)

**314.**

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

[4ndr3i's solution](#)

**315.**

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[4ndr3i's solution](#)

**316.**

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[4ndr3i's solution](#)

**317.**

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[4ndr3i's solution](#)

**318.**

1861D

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

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[4ndr3i's solution](#)

**319.**

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[4ndr3i's solution](#)

**320.**

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2023-08-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[4ndr3i's solution](#)

**321.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[4ndr3i's solution](#)

**322.**

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2023-08-12 · last AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[4ndr3i's solution](#)

**323.**

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,047 global accepts · Rating: 1800 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[4ndr3i's solution](#)

**324.**

1732C1

[Sheikh \(Easy version\)](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[4ndr3i's solution](#)

**325.**

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[4ndr3i's solution](#)

**326.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[4ndr3i's solution](#)

**327.**

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[4ndr3i's solution](#)

**328.**

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,418 global accepts · Rating: 1800 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory

[4ndr3i's solution](#)

**329.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[4ndr3i's solution](#)

**330.**

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[4ndr3i's solution](#)

**331.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[4ndr3i's solution](#)

**332.**

1326D2

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[4ndr3i's solution](#)

**333.**

1283D

[Christmas Trees · Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[4ndr3i's solution](#)

**334.**

1388C

[Uncle Bogdan and Country Happiness · Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[4ndr3i's solution](#)

**335.**

432C

[Prime Swaps · Tutorial](#)

Quality: 2,679 global accepts · Rating: 1800 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[4ndr3i's solution](#)

**336.**

173B

[Chamber of Secrets · Tutorial](#)

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths

[4ndr3i's solution](#)

**337.**

2180D

[Insolvable Disks · Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[4ndr3i's solution](#)

**338.**

2050G

[Tree Destruction · Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[4ndr3i's solution](#)

**339.**

1991D

[Prime XOR Coloring · Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[4ndr3i's solution](#)

**340.**

1991E

[Coloring Game · Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[4ndr3i's solution](#)

**341.**

1909D

[Split Plus K · Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[4ndr3i's solution](#)

**342.**

1992F

[Valuable Cards · Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[4ndr3i's solution](#)

**343.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[4ndr3i's solution](#)

**344.**

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[4ndr3i's solution](#)

**345.**

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[4ndr3i's solution](#)

**346.**

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[4ndr3i's solution](#)

**347.**

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[4ndr3i's solution](#)

**348.**

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[4ndr3i's solution](#)

**349.**

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[4ndr3i's solution](#)

**350.**

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,391 global accepts · Rating: 1900 · first AC: 2024-02-08 · last AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[4ndr3i's solution](#)

**351.**

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[4ndr3i's solution](#)

**352.**

1921F

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

Quality: 5,015 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math

[4ndr3i's solution](#)

**353.**

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[4ndr3i's solution](#)

**354.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[4ndr3i's solution](#)

**355.**

1883G2

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

Quality: 6,743 global accepts · Rating: 1900 · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[4ndr3i's solution](#)

**356.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[4ndr3i's solution](#)

**357.**

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[4ndr3i's solution](#)

**358.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[4ndr3i's solution](#)

**359.**

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[4ndr3i's solution](#)

**360.**

322D

[Ciel and Duel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, two pointers

[4ndr3i's solution](#)

**361.**

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy

[4ndr3i's solution](#)

**362.**

1702G1

[Passable Paths \(easy version\) · Tutorial](#)

Quality: 6,342 global accepts · Rating: 1900 · first AC: 2023-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[4ndr3i's solution](#)

**363.**

1777D

[Score of a Tree · Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[4ndr3i's solution](#)

**364.**

1700D

[River Locks · Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math

[4ndr3i's solution](#)

**365.**

61E

[Enemy is weak · Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[4ndr3i's solution](#)

**366.**

2048E

[Kevin and Bipartite Graph · Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[4ndr3i's solution](#)

**367.**

1994E

[Wooden Game · Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[4ndr3i's solution](#)

**368.**

1988D

[The Omnipotent Monster Killer · Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[4ndr3i's solution](#)

**369.**

1941G

[Rudolf and Subway · Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[4ndr3i's solution](#)

**370.**

1937D

[Pinball · Tutorial](#)

Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[4ndr3i's solution](#)

**371.**

1905D

[Cyclic MEX · Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[4ndr3i's solution](#)

**372.**

1891F

[A Growing Tree · Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees  
[4ndr3i's solution](#)

**373.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[4ndr3i's solution](#)

**374.**

1244E

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

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[4ndr3i's solution](#)

**375.**

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[4ndr3i's solution](#)

**376.**

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[4ndr3i's solution](#)

**377.**

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[4ndr3i's solution](#)

**378.**

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2023-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[4ndr3i's solution](#)

**379.**

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 2000 · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[4ndr3i's solution](#)

**380.**

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[4ndr3i's solution](#)

**381.**

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[4ndr3i's solution](#)

**382.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[4ndr3i's solution](#)

**383.**

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[4ndr3i's solution](#)

**384.**

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[4ndr3i's solution](#)

**385.**

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[4ndr3i's solution](#)

**386.**

1472F

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

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[4ndr3i's solution](#)

**387.**

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2100 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[4ndr3i's solution](#)

**388.**

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

[4ndr3i's solution](#)

**389.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[4ndr3i's solution](#)

**390.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[4ndr3i's solution](#)

**391.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,891 global accepts · Rating: 2100 · first AC: 2023-08-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[4ndr3i's solution](#)

**392.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2023-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[4ndr3i's solution](#)

**393.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[4ndr3i's solution](#)

**394.**

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[4ndr3i's solution](#)

**395.**

920E

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

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[4ndr3i's solution](#)

**396.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[4ndr3i's solution](#)

**397.**

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[4ndr3i's solution](#)

**398.**

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-02-02 · last AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[4ndr3i's solution](#)

**399.**

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,692 global accepts · Rating: 2100 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[4ndr3i's solution](#)

**400.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[4ndr3i's solution](#)

**401.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[4ndr3i's solution](#)

**402.**

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[4ndr3i's solution](#)

**403.**

1968G2

[Division + LCP \(hard version\) · Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[4ndr3i's solution](#)

**404.**

1967B2

[Reverse Card \(Hard Version\) · Tutorial](#)

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[4ndr3i's solution](#)

**405.**

1926F

[Vlad and Avoiding X · Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[4ndr3i's solution](#)

**406.**

1898E

[Sofia and Strings · Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[4ndr3i's solution](#)

**407.**

1181D

[Irrigation · Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[4ndr3i's solution](#)

**408.**

1110E

[Magic Stones · Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[4ndr3i's solution](#)

**409.**

617E

[XOR and Favorite Number · Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[4ndr3i's solution](#)

**410.**

86D

[Powerful array · Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[4ndr3i's solution](#)

**411.**

52C

[Circular RMQ · Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[4ndr3i's solution](#)

**412.**

1334E

[Divisor Paths · Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[4ndr3i's solution](#)

**413.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings  
[4ndr3i's solution](#)

**414.**

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation  
[4ndr3i's solution](#)

**415.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[4ndr3i's solution](#)

**416.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings  
[4ndr3i's solution](#)

**417.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings  
[4ndr3i's solution](#)

**418.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees  
[4ndr3i's solution](#)

**419.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings  
[4ndr3i's solution](#)

**420.**

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[4ndr3i's solution](#)

**421.**

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy  
[4ndr3i's solution](#)

**422.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths  
[4ndr3i's solution](#)

**423.**

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2300 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[4ndr3i's solution](#)

**424.**

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math  
[4ndr3i's solution](#)

**425.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[4ndr3i's solution](#)

**426.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers  
[4ndr3i's solution](#)

**427.**

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math  
[4ndr3i's solution](#)

**428.**

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  
[4ndr3i's solution](#)

**429.**

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory  
[4ndr3i's solution](#)

**430.**

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp  
[4ndr3i's solution](#)

**431.**

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees  
[4ndr3i's solution](#)

**432.**

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees  
[4ndr3i's solution](#)

**433.**

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, matrices

[4ndr3i's solution](#)

**434.**

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[4ndr3i's solution](#)

**435.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[4ndr3i's solution](#)

**436.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[4ndr3i's solution](#)

**437.**

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2024-05-08 · last AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[4ndr3i's solution](#)

**438.**

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[4ndr3i's solution](#)

**439.**

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[4ndr3i's solution](#)

**440.**

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[4ndr3i's solution](#)

**441.**

104790F

[Funicular Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[4ndr3i's solution](#)

**442.**

104790A

[\texttt{apt upgrade}](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[4ndr3i's solution](#)

**443.**

104790B

[Battle Bots](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[4ndr3i's solution](#)

**444.**

104790D

[Democratic Naming](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[4ndr3i's solution](#)

**445.**

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[4ndr3i's solution](#)

**446.**

102007J

[Janitor Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[4ndr3i's solution](#)

**447.**

102007C

[Cardboard Container](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[4ndr3i's solution](#)

**448.**

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[4ndr3i's solution](#)

**449.**

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[4ndr3i's solution](#)

**450.**

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[4ndr3i's solution](#)

**451.**

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[4ndr3i's solution](#)

**452.**

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[4ndr3i's solution](#)

**453.**

102951C

[LCS on Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[4ndr3i's solution](#)

**454.**

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[4ndr3i's solution](#)