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70.

1769A

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1270A

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Quality: 17,815 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

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99.

1283A

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

Quality: 61,296 global accepts · Rating: 800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

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100.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math

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101.

1234A

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Quality: 29,552 global accepts · Rating: 800 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math

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102.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: strings

[74TrAkToR's solution](#)

103.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,797 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[74TrAkToR's solution](#)

104.

1209A

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Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[74TrAkToR's solution](#)

105.

1206A

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

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[74TrAkToR's solution](#)

106.

1207A

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Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[74TrAkToR's solution](#)

107.

1200A

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Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

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108.

1189A

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Quality: 16,105 global accepts · Rating: 800 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: strings

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109.

1196A

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Quality: 29,127 global accepts · Rating: 800 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[74TrAkToR's solution](#)

110.

1178A

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Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[74TrAkToR's solution](#)

111.

1183A

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Quality: 27,023 global accepts · Rating: 800 · first AC: 2019-06-26 · Python 3 (first AC) · Tags: implementation

[74TrAkToR's solution](#)

112.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-01 · last AC: 2019-06-26 · Python 3 (first AC) · Tags: greedy

[74TrAkToR's solution](#)

113.

1180A

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Quality: 27,425 global accepts · Rating: 800 · first AC: 2019-06-22 · Python 3 (first AC) · Tags: dp, implementation, math

[74TrAkToR's solution](#)

114.

1185A

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Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-19 · Python 3 (first AC) · Tags: math

[74TrAkToR's solution](#)

115.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2019-06-07 · last AC: 2019-06-19 · Python 3 (first AC) · Tags: greedy

[74TrAkToR's solution](#)

116.

1176A

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Quality: 24,979 global accepts · Rating: 800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[74TrAkToR's solution](#)

117.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-15 · Python 3 (first AC) · Tags: brute force, greedy, strings
[74TrAkToR's solution](#)

118.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-05-12 · Python 3 (first AC) · Tags: implementation, math
[74TrAkToR's solution](#)

119.

1162A

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

Quality: 8,751 global accepts · Rating: 800 · first AC: 2019-05-04 · Python 3 (first AC) · Tags: implementation
[74TrAkToR's solution](#)

120.

1150A

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

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121.

1152A

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Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · Python 3 (first AC) · Tags: greedy, implementation, math
[74TrAkToR's solution](#)

122.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · Python 3 (first AC) · Tags: implementation, strings
[74TrAkToR's solution](#)

123.

1102A

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Quality: 26,614 global accepts · Rating: 800 · first AC: 2019-03-01 · Python 3 (first AC) · Tags: math
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124.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,511 global accepts · Rating: 800 · first AC: 2019-02-28 · Python 3 (first AC) · Tags: implementation, strings
[74TrAkToR's solution](#)

125.

750A

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

Quality: 92,550 global accepts · Rating: 800 · first AC: 2019-02-23 · Python 3 (first AC) · Tags: binary search, brute force, implementation, math
[74TrAkToR's solution](#)

126.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-02-20 · Python 3 (first AC) · Tags: math
[74TrAkToR's solution](#)

127.

1114A

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Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · Python 3 (first AC) · Tags: brute force, greedy, implementation

[74TrAkToR's solution](#)

128.

1108A

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

Quality: 23,353 global accepts · Rating: 800 · first AC: 2019-01-25 · Python 3 (first AC) · Tags: implementation

[74TrAkToR's solution](#)

129.

1104A

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Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-01-22 · Python 3 (first AC) · Tags: constructive algorithms, implementation, math

[74TrAkToR's solution](#)

130.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-01-05 · Python 3 (first AC) · Tags: implementation

[74TrAkToR's solution](#)

131.

1097A

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[74TrAkToR's solution](#)

132.

1091A

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Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-31 · Python 3 (first AC) · Tags: brute force, implementation, math

[74TrAkToR's solution](#)

133.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2018-12-28 · Python 3 (first AC) · Tags: greedy, implementation, math

[74TrAkToR's solution](#)

134.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,488 global accepts · Rating: 800 · first AC: 2018-12-27 · Python 3 (first AC) · Tags: implementation

[74TrAkToR's solution](#)

135.

1085A

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

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[74TrAkToR's solution](#)

136.

1092B

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Quality: 29,213 global accepts · Rating: 800 · first AC: 2018-12-18 · Python 3 (first AC) · Tags: sortings

[74TrAkToR's solution](#)

137.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,274 global accepts · Rating: 800 · first AC: 2018-12-18 · Python 3 (first AC) · Tags: implementation

[74TrAkToR's solution](#)

138.

629A

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[74TrAkToR's solution](#)

139.

1081A

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Quality: 13,277 global accepts · Rating: 800 · first AC: 2018-12-16 · Python 3 (first AC) · Tags: constructive algorithms, math

[74TrAkToR's solution](#)

140.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,357 global accepts · Rating: 800 · first AC: 2018-12-15 · Python 3 (first AC) · Tags: math

[74TrAkToR's solution](#)

141.

1005A

[Tanya and Stairways](#) · [Tutorial](#)

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[74TrAkToR's solution](#)

142.

1003A

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Quality: 29,981 global accepts · Rating: 800 · first AC: 2018-12-06 · Python 3 (first AC) · Tags: implementation

[74TrAkToR's solution](#)

143.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,495 global accepts · Rating: 800 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[74TrAkToR's solution](#)

144.

1088A

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Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · Python 3 (first AC) · Tags: brute force, constructive algorithms

[74TrAkToR's solution](#)

145.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,909 global accepts · Rating: 800 · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[74TrAkToR's solution](#)

146.

978A

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

Quality: 30,731 global accepts · Rating: 800 · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[74TrAkToR's solution](#)

147.

999A

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

Quality: 25,327 global accepts · Rating: 800 · first AC: 2018-12-02 · Python 3 (first AC) · Tags: brute force, implementation

[74TrAkToR's solution](#)

148.

977A

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Quality: 217,461 global accepts · Rating: 800 · first AC: 2018-12-01 · Python 3 (first AC) · Tags: implementation

[74TrAkToR's solution](#)

149.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[74TrAkToR's solution](#)

150.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 800 · first AC: 2018-11-22 · Python 3 (first AC) · Tags: greedy, implementation, math

[74TrAkToR's solution](#)

151.

1031A

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Quality: 13,396 global accepts · Rating: 800 · first AC: 2018-11-18 · last AC: 2018-11-18 · Python 3 (first AC) · Tags: implementation, math

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152.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2018-11-16 · Python 3 (first AC) · Tags: math

[74TrAkToR's solution](#)

153.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-19 · Python 3 (first AC) · Tags: implementation

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154.

1065A

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155.

1030A

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Quality: 171,445 global accepts · Rating: 800 · first AC: 2018-09-23 · Python 3 (first AC) · Tags: implementation

[74TrAkToR's solution](#)

156.

1006A

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Quality: 22,873 global accepts · Rating: 800 · first AC: 2018-08-26 · Python 3 (first AC) · Tags: implementation

[74TrAkToR's solution](#)

157.

1015A

[Points in Segments](#) · [Tutorial](#)

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[74TrAkToR's solution](#)

158.

2048B

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

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159.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

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[74TrAkToR's solution](#)

160.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[74TrAkToR's solution](#)

161.

2026A

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

Quality: 20,263 global accepts · Rating: 900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math
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162.

2035B

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Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[74TrAkToR's solution](#)

163.

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 900 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[74TrAkToR's solution](#)

164.

2013B

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Quality: 28,241 global accepts · Rating: 900 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[74TrAkToR's solution](#)

165.

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[74TrAkToR's solution](#)

166.

616A

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Quality: 10,830 global accepts · Rating: 900 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
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167.

1896B

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Quality: 18,420 global accepts · Rating: 900 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers
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168.

1921C

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[74TrAkToR's solution](#)

169.

1764B

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Quality: 17,931 global accepts · Rating: 900 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[74TrAkToR's solution](#)

170.

1845B

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Quality: 23,703 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math
[74TrAkToR's solution](#)

171.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
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172.

1794B

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Quality: 39,859 global accepts · Rating: 900 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
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173.

1777B

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174.

1775A2

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

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175.

1709B

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176.

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math
[74TrAkToR's solution](#)

177.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,944 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[74TrAkToR's solution](#)

178.

1475B

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

Quality: 57,240 global accepts · Rating: 900 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[74TrAkToR's solution](#)

179.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,802 global accepts · Rating: 900 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[74TrAkToR's solution](#)

180.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[74TrAkToR's solution](#)

181.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,667 global accepts · Rating: 900 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: games

[74TrAkToR's solution](#)

182.

1335B

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

Quality: 42,595 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[74TrAkToR's solution](#)

183.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[74TrAkToR's solution](#)

184.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[74TrAkToR's solution](#)

185.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[74TrAkToR's solution](#)

186.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[74TrAkToR's solution](#)

187.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[74TrAkToR's solution](#)

188.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[74TrAkToR's solution](#)

189.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[74TrAkToR's solution](#)

190.

1225A

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

Quality: 16,623 global accepts · Rating: 900 · first AC: 2019-11-05 · Python 3 (first AC) · Tags: math

[74TrAkToR's solution](#)

191.

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[74TrAkToR's solution](#)

192.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[74TrAkToR's solution](#)

193.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

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[74TrAkToR's solution](#)

194.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-30 · last AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[74TrAkToR's solution](#)

195.

1206B

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

Quality: 29,510 global accepts · Rating: 900 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[74TrAkToR's solution](#)

196.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[74TrAkToR's solution](#)

197.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,695 global accepts · Rating: 900 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: math
[74TrAkToR's solution](#)

198.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,214 global accepts · Rating: 900 · first AC: 2019-06-10 · Python 3 (first AC) · Tags: math
[74TrAkToR's solution](#)

199.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,764 global accepts · Rating: 900 · first AC: 2019-06-05 · Python 3 (first AC) · Tags: implementation, math
[74TrAkToR's solution](#)

200.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,693 global accepts · Rating: 900 · first AC: 2019-05-26 · Python 3 (first AC) · Tags: implementation, math
[74TrAkToR's solution](#)

201.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-17 · Python 3 (first AC) · Tags: combinatorics, greedy
[74TrAkToR's solution](#)

202.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,861 global accepts · Rating: 900 · first AC: 2019-05-10 · Python 3 (first AC) · Tags: greedy, math
[74TrAkToR's solution](#)

203.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[74TrAkToR's solution](#)

204.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 900 · first AC: 2019-03-05 · last AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[74TrAkToR's solution](#)

205.

1113A

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

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-02-16 · Python 3 (first AC) · Tags: dp, greedy, math

[74TrAkToR's solution](#)

206.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · last AC: 2019-02-14 · Python 3 (first AC) · Tags: graphs

[74TrAkToR's solution](#)

207.

1110A

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Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · Python 3 (first AC) · Tags: math

[74TrAkToR's solution](#)

208.

1107A

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

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-01-26 · last AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[74TrAkToR's solution](#)

209.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[74TrAkToR's solution](#)

210.

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,703 global accepts · Rating: 900 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[74TrAkToR's solution](#)

211.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,385 global accepts · Rating: 900 · first AC: 2018-12-08 · Python 3 (first AC) · Tags: brute force, implementation, strings

[74TrAkToR's solution](#)

212.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-12-02 · Python 3 (first AC) · Tags: implementation

[74TrAkToR's solution](#)

213.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,773 global accepts · Rating: 900 · first AC: 2018-12-01 · Python 3 (first AC) · Tags: implementation, strings

[74TrAkToR's solution](#)

214.

1032A

[Kitchen Utensils](#) · [Tutorial](#)

Quality: 7,336 global accepts · Rating: 900 · first AC: 2018-11-18 · Python 3 (first AC) · Tags: —

[74TrAkToR's solution](#)

215.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,911 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[74TrAkToR's solution](#)

216.

2051C

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

Quality: 28,010 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[74TrAkToR's solution](#)

217.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,529 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[74TrAkToR's solution](#)

218.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,745 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[74TrAkToR's solution](#)

219.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,911 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[74TrAkToR's solution](#)

220.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[74TrAkToR's solution](#)

221.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,235 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[74TrAkToR's solution](#)

222.

1968C

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

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[74TrAkToR's solution](#)

223.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[74TrAkToR's solution](#)

224.

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,263 global accepts · Rating: 1000 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[74TrAkToR's solution](#)

225.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,912 global accepts · Rating: 1000 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[74TrAkToR's solution](#)

226.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[74TrAkToR's solution](#)

227.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,367 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[74TrAkToR's solution](#)

228.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[74TrAkToR's solution](#)

229.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[74TrAkToR's solution](#)

230.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,346 global accepts · Rating: 1000 · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[74TrAkToR's solution](#)

231.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[74TrAkToR's solution](#)

232.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[74TrAkToR's solution](#)

233.

1781B

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

Quality: 14,756 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[74TrAkToR's solution](#)

234.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[74TrAkToR's solution](#)

235.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[74TrAkToR's solution](#)

236.

1769B1

[A=>008D>C\\$0C08CR DC 9C^>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, implementation, math

[74TrAkToR's solution](#)

237.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

238.

1632B

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

Quality: 31,533 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[74TrAkToR's solution](#)

239.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,929 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[74TrAkToR's solution](#)

240.

1395A

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

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[74TrAkToR's solution](#)

241.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[74TrAkToR's solution](#)

242.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[74TrAkToR's solution](#)

243.

1333A

[Little Artem](#) · [Tutorial](#)

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

[74TrAkToR's solution](#)

244.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[74TrAkToR's solution](#)

245.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,291 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[74TrAkToR's solution](#)

246.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[74TrAkToR's solution](#)

247.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[74TrAkToR's solution](#)

248.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[74TrAkToR's solution](#)

249.

1225B1

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

Quality: 12,518 global accepts · Rating: 1000 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[74TrAkToR's solution](#)

250.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[74TrAkToR's solution](#)

251.

1245A

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

Quality: 14,892 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[74TrAkToR's solution](#)

252.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[74TrAkToR's solution](#)

253.

1223B

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

Quality: 15,894 global accepts · Rating: 1000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

[74TrAkToR's solution](#)

254.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[74TrAkToR's solution](#)

255.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,161 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[74TrAkToR's solution](#)

256.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,182 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[74TrAkToR's solution](#)

257.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[74TrAkToR's solution](#)

258.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2019-06-17 · Python 3 (first AC) · Tags: greedy, math

[74TrAkToR's solution](#)

259.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,574 global accepts · Rating: 1000 · first AC: 2019-06-11 · Python 3 (first AC) · Tags: dp, math

[74TrAkToR's solution](#)

260.

1174A

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

Quality: 19,210 global accepts · Rating: 1000 · first AC: 2019-06-03 · Python 3 (first AC) · Tags: constructive algorithms, greedy, sortings

[74TrAkToR's solution](#)

261.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,281 global accepts · Rating: 1000 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[74TrAkToR's solution](#)

262.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,967 global accepts · Rating: 1000 · first AC: 2019-04-22 · Python 3 (first AC) · Tags: implementation, sortings, strings

[74TrAkToR's solution](#)

263.

1151A

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

Quality: 11,856 global accepts · Rating: 1000 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[74TrAkToR's solution](#)

264.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[74TrAkToR's solution](#)

265.

1111A

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

Quality: 18,094 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[74TrAkToR's solution](#)

266.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[74TrAkToR's solution](#)

267.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,553 global accepts · Rating: 1000 · first AC: 2018-12-17 · Python 3 (first AC) · Tags: combinatorics, math

[74TrAkToR's solution](#)

268.

1084A

[The Fair Nut and Elevator](#) · [Tutorial](#)

Quality: 8,229 global accepts · Rating: 1000 · first AC: 2018-12-10 · Python 3 (first AC) · Tags: brute force, implementation

[74TrAkToR's solution](#)

269.

1088B

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

Quality: 13,586 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[74TrAkToR's solution](#)

270.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,821 global accepts · Rating: 1000 · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[74TrAkToR's solution](#)

271.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2018-11-16 · Python 3 (first AC) · Tags: greedy

[74TrAkToR's solution](#)

272.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-10-25 · last AC: 2018-10-25 · GNU C++11 (first AC) · Tags: implementation, strings

[74TrAkToR's solution](#)

273.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · Python 3 (first AC) · Tags: implementation, math

[74TrAkToR's solution](#)

274.

1051B

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

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-10-19 · Python 3 (first AC) · Tags: greedy, math, number theory

[74TrAkToR's solution](#)

275.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: implementation

[74TrAkToR's solution](#)

276.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: implementation

[74TrAkToR's solution](#)

277.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-08 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation

[74TrAkToR's solution](#)

278.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2018-09-07 · Python 3 (first AC) · Tags: greedy

[74TrAkToR's solution](#)

279.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,617 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[74TrAkToR's solution](#)

280.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[74TrAkToR's solution](#)

281.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy

[74TrAkToR's solution](#)

282.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[74TrAkToR's solution](#)

283.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,456 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[74TrAkToR's solution](#)

284.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[74TrAkToR's solution](#)

285.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[74TrAkToR's solution](#)

286.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[74TrAkToR's solution](#)

287.

1921D

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

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[74TrAkToR's solution](#)

288.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[74TrAkToR's solution](#)

289.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[74TrAkToR's solution](#)

290.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[74TrAkToR's solution](#)

291.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,534 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[74TrAkToR's solution](#)

292.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,613 global accepts · Rating: 1100 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[74TrAkToR's solution](#)

293.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
[74TrAkToR's solution](#)

294.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,794 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[74TrAkToR's solution](#)

295.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[74TrAkToR's solution](#)

296.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[74TrAkToR's solution](#)

297.

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[74TrAkToR's solution](#)

298.

1415B

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

Quality: 12,533 global accepts · Rating: 1100 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[74TrAkToR's solution](#)

299.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation
[74TrAkToR's solution](#)

300.

1227A

[Math Problem](#) · [Tutorial](#)

Quality: 10,266 global accepts · Rating: 1100 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[74TrAkToR's solution](#)

301.

1335C

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

Quality: 38,965 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[74TrAkToR's solution](#)

302.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[74TrAkToR's solution](#)

303.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[74TrAkToR's solution](#)

304.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[74TrAkToR's solution](#)

305.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[74TrAkToR's solution](#)

306.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1100 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[74TrAkToR's solution](#)

307.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[74TrAkToR's solution](#)

308.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,476 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[74TrAkToR's solution](#)

309.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[74TrAkToR's solution](#)

310.

1202A

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

Quality: 10,721 global accepts · Rating: 1100 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[74TrAkToR's solution](#)

311.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[74TrAkToR's solution](#)

312.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 1100 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[74TrAkToR's solution](#)

313.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · Python 3 (first AC) · Tags: constructive algorithms, greedy

[74TrAkToR's solution](#)

314.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[74TrAkToR's solution](#)

315.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2019-05-14 · Python 3 (first AC) · Tags: implementation, math

[74TrAkToR's solution](#)

316.

1157A

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Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[74TrAkToR's solution](#)

317.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · Python 3 (first AC) · Tags: implementation, strings

[74TrAkToR's solution](#)

318.

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[74TrAkToR's solution](#)

319.

1112A

[Technogoblet of Fire](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[74TrAkToR's solution](#)

320.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,378 global accepts · Rating: 1100 · first AC: 2019-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

[74TrAkToR's solution](#)

321.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[74TrAkToR's solution](#)

322.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,193 global accepts · Rating: 1100 · first AC: 2019-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[74TrAkToR's solution](#)

323.

1105B

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

Quality: 10,557 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[74TrAkToR's solution](#)

324.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[74TrAkToR's solution](#)

325.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-05 · Python 3 (first AC) · Tags: binary search, constructive algorithms, math

[74TrAkToR's solution](#)

326.

1085B

[Div Times Mod](#) · [Tutorial](#)

Quality: 10,086 global accepts · Rating: 1100 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[74TrAkToR's solution](#)

327.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,284 global accepts · Rating: 1100 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[74TrAkToR's solution](#)

328.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,427 global accepts · Rating: 1100 · first AC: 2018-10-12 · Python 3 (first AC) · Tags: math

[74TrAkToR's solution](#)

329.

1033B

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

Quality: 11,954 global accepts · Rating: 1100 · first AC: 2018-10-08 · Python 3 (first AC) · Tags: math, number theory

[74TrAkToR's solution](#)

330.

1030B

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

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2018-09-23 · Python 3 (first AC) · Tags: geometry

[74TrAkToR's solution](#)

331.

1015C

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

Quality: 21,399 global accepts · Rating: 1100 · first AC: 2018-08-24 · Python 3 (first AC) · Tags: sortings

[74TrAkToR's solution](#)

332.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2018-05-16 · Python 3 (first AC) · Tags: implementation

[74TrAkToR's solution](#)

333.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[74TrAkToR's solution](#)

334.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,946 global accepts · Rating: 1200 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[74TrAkToR's solution](#)

335.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,916 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[74TrAkToR's solution](#)

336.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[74TrAkToR's solution](#)

337.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[74TrAkToR's solution](#)

338.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[74TrAkToR's solution](#)

339.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[74TrAkToR's solution](#)

340.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[74TrAkToR's solution](#)

341.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,752 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[74TrAkToR's solution](#)

342.

1834C

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

Quality: 15,039 global accepts · Rating: 1200 · first AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, strings

[74TrAkToR's solution](#)

343.

1808B

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

Quality: 29,664 global accepts · Rating: 1200 · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[74TrAkToR's solution](#)

344.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[74TrAkToR's solution](#)

345.

1792B

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

Quality: 24,139 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[74TrAkToR's solution](#)

346.

1769C1

[A670010 CD\\$:C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, greedy

[74TrAkToR's solution](#)

347.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

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

[74TrAkToR's solution](#)

348.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[74TrAkToR's solution](#)

349.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[74TrAkToR's solution](#)

350.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[74TrAkToR's solution](#)

351.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[74TrAkToR's solution](#)

352.

1305B

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

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

[74TrAkToR's solution](#)

353.

1294B

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

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[74TrAkToR's solution](#)

354.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[74TrAkToR's solution](#)

355.

1272B

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

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[74TrAkToR's solution](#)

356.

1272C

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

Quality: 30,737 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[74TrAkToR's solution](#)

357.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[74TrAkToR's solution](#)

358.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,673 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[74TrAkToR's solution](#)

359.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,197 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[74TrAkToR's solution](#)

360.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,603 global accepts · Rating: 1200 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[74TrAkToR's solution](#)

361.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[74TrAkToR's solution](#)

362.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[74TrAkToR's solution](#)

363.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[74TrAkToR's solution](#)

364.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[74TrAkToR's solution](#)

365.

1200B

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Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[74TrAkToR's solution](#)

366.

1196B

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Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[74TrAkToR's solution](#)

367.

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[74TrAkToR's solution](#)

368.

1185B

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Quality: 14,221 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[74TrAkToR's solution](#)

369.

1174B

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Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[74TrAkToR's solution](#)

370.

1150C

[Prefix Sum Primes](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[74TrAkToR's solution](#)

371.

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-23 · Python 3 (first AC) · Tags: games, greedy, implementation
[74TrAkToR's solution](#)

372.

1102C

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Quality: 14,167 global accepts · Rating: 1200 · first AC: 2019-03-01 · C++17 (GCC 7-32) (first AC) · Tags: games
[74TrAkToR's solution](#)

373.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,658 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[74TrAkToR's solution](#)

374.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,844 global accepts · Rating: 1200 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
[74TrAkToR's solution](#)

375.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,423 global accepts · Rating: 1200 · first AC: 2019-01-05 · Python 3 (first AC) · Tags: constructive algorithms, implementation
[74TrAkToR's solution](#)

376.

1097B

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Quality: 35,945 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[74TrAkToR's solution](#)

377.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[74TrAkToR's solution](#)

378.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2018-12-12 · Python 3 (first AC) · Tags: constructive algorithms, greedy, strings
[74TrAkToR's solution](#)

379.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2018-12-10 · Python 3 (first AC) · Tags: greedy, implementation
[74TrAkToR's solution](#)

380.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1200 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[74TrAkToR's solution](#)

381.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-12-01 · Python 3 (first AC) · Tags: sortings
[74TrAkToR's solution](#)

382.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · Python 3 (first AC) · Tags: implementation, math
[74TrAkToR's solution](#)

383.

1032B

[Personalized Cup](#) · [Tutorial](#)

Quality: 5,145 global accepts · Rating: 1200 · first AC: 2018-11-18 · Python 3 (first AC) · Tags: —
[74TrAkToR's solution](#)

384.

1076B

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

Quality: 14,585 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[74TrAkToR's solution](#)

385.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · Python 3 (first AC) · Tags: greedy, strings
[74TrAkToR's solution](#)

386.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-10-19 · Python 3 (first AC) · Tags: greedy, implementation, strings

[74TrAkToR's solution](#)

387.

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2018-08-26 · Python 3 (first AC) · Tags: greedy, implementation, sortings

[74TrAkToR's solution](#)

388.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,464 global accepts · Rating: 1200 · first AC: 2018-08-24 · Python 3 (first AC) · Tags: dp, greedy, math

[74TrAkToR's solution](#)

389.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-08-24 · Python 3 (first AC) · Tags: implementation

[74TrAkToR's solution](#)

390.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,246 global accepts · Rating: 1300 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[74TrAkToR's solution](#)

391.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[74TrAkToR's solution](#)

392.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[74TrAkToR's solution](#)

393.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,745 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[74TrAkToR's solution](#)

394.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[74TrAkToR's solution](#)

395.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[74TrAkToR's solution](#)

396.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,195 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, math
[74TrAkToR's solution](#)

397.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers
[74TrAkToR's solution](#)

398.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[74TrAkToR's solution](#)

399.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[74TrAkToR's solution](#)

400.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,429 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math
[74TrAkToR's solution](#)

401.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math
[74TrAkToR's solution](#)

402.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,497 global accepts · Rating: 1300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[74TrAkToR's solution](#)

403.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,476 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[74TrAkToR's solution](#)

404.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[74TrAkToR's solution](#)

405.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,280 global accepts · Rating: 1300 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[74TrAkToR's solution](#)

406.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[74TrAkToR's solution](#)

407.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[74TrAkToR's solution](#)

408.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[74TrAkToR's solution](#)

409.

1794C

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

Quality: 22,082 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[74TrAkToR's solution](#)

410.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[74TrAkToR's solution](#)

411.

1775B

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

Quality: 20,734 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[74TrAkToR's solution](#)

412.

1769C2

[Aö>00:0 CD\\$:C "•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp

[74TrAkToR's solution](#)

413.

883F

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

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[74TrAkToR's solution](#)

414.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[74TrAkToR's solution](#)

415.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[74TrAkToR's solution](#)

416.

1373C

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Quality: 19,372 global accepts · Rating: 1300 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: math

[74TrAkToR's solution](#)

417.

1367C

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Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[74TrAkToR's solution](#)

418.

1365B

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Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[74TrAkToR's solution](#)

419.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[74TrAkToR's solution](#)

420.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[74TrAkToR's solution](#)

421.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[74TrAkToR's solution](#)

422.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[74TrAkToR's solution](#)

423.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[74TrAkToR's solution](#)

424.

1294C

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

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[74TrAkToR's solution](#)

425.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[74TrAkToR's solution](#)

426.

1260B

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

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[74TrAkToR's solution](#)

427.

1225B2

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[74TrAkToR's solution](#)

428.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,773 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
[74TrAkToR's solution](#)

429.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,898 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[74TrAkToR's solution](#)

430.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[74TrAkToR's solution](#)

431.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math
[74TrAkToR's solution](#)

432.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings
[74TrAkToR's solution](#)

433.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[74TrAkToR's solution](#)

434.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[74TrAkToR's solution](#)

435.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[74TrAkToR's solution](#)

436.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,838 global accepts · Rating: 1300 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[74TrAkToR's solution](#)

437.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 1300 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[74TrAkToR's solution](#)

438.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[74TrAkToR's solution](#)

439.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[74TrAkToR's solution](#)

440.

1182B

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

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings
[74TrAkToR's solution](#)

441.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[74TrAkToR's solution](#)

442.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,098 global accepts · Rating: 1300 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[74TrAkToR's solution](#)

443.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[74TrAkToR's solution](#)

444.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,398 global accepts · Rating: 1300 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[74TrAkToR's solution](#)

445.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[74TrAkToR's solution](#)

446.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[74TrAkToR's solution](#)

447.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[74TrAkToR's solution](#)

448.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs

and similar, math

[74TrAkToR's solution](#)

449.

1155C

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

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[74TrAkToR's solution](#)

450.

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[74TrAkToR's solution](#)

451.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[74TrAkToR's solution](#)

452.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2019-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[74TrAkToR's solution](#)

453.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings

[74TrAkToR's solution](#)

454.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,342 global accepts · Rating: 1300 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, two pointers

[74TrAkToR's solution](#)

455.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2018-12-17 · last AC: 2018-12-17 · Python 3 (first AC) · Tags: *special, combinatorics

[74TrAkToR's solution](#)

456.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[74TrAkToR's solution](#)

457.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[74TrAkToR's solution](#)

458.

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation

[74TrAkToR's solution](#)

459.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-12-17 · last AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[74TrAkToR's solution](#)

460.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1300 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[74TrAkToR's solution](#)

461.

476B

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

Quality: 37,019 global accepts · Rating: 1300 · first AC: 2018-12-17 · Python 3 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[74TrAkToR's solution](#)

462.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,258 global accepts · Rating: 1300 · first AC: 2018-12-17 · Python 3 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[74TrAkToR's solution](#)

463.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,484 global accepts · Rating: 1300 · first AC: 2018-12-17 · Python 3 (first AC) · Tags: combinatorics, implementation, sortings

[74TrAkToR's solution](#)

464.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · Python 3 (first AC) · Tags: greedy

[74TrAkToR's solution](#)

465.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2018-12-12 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[74TrAkToR's solution](#)

466.

1005C

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Quality: 13,053 global accepts · Rating: 1300 · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[74TrAkToR's solution](#)

467.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[74TrAkToR's solution](#)

468.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2018-12-06 · Python 3 (first AC) · Tags: constructive algorithms

[74TrAkToR's solution](#)

469.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-08-24 · last AC: 2018-11-23 · Python 3 (first AC) · Tags: implementation, strings

[74TrAkToR's solution](#)

470.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 1300 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

471.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2018-11-15 · Python 3 (first AC) · Tags: greedy, implementation

[74TrAkToR's solution](#)

472.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,423 global accepts · Rating: 1300 · first AC: 2018-11-12 · Python 3 (first AC) · Tags: binary search, math

[74TrAkToR's solution](#)

473.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-20 · Python 3 (first AC) · Tags: greedy

[74TrAkToR's solution](#)

474.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · Python 3 (first AC) · Tags: constructive algorithms, graphs

[74TrAkToR's solution](#)

475.

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2018-09-23 · Python 3 (first AC) · Tags: implementation

[74TrAkToR's solution](#)

476.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,060 global accepts · Rating: 1400 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[74TrAkToR's solution](#)

477.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,116 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[74TrAkToR's solution](#)

478.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,321 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees

[74TrAkToR's solution](#)

479.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[74TrAkToR's solution](#)

480.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[74TrAkToR's solution](#)

481.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[74TrAkToR's solution](#)

482.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[74TrAkToR's solution](#)

483.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[74TrAkToR's solution](#)

484.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, sortings

[74TrAkToR's solution](#)

485.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, strings

[74TrAkToR's solution](#)

486.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,037 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[74TrAkToR's solution](#)

487.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[74TrAkToR's solution](#)

488.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[74TrAkToR's solution](#)

489.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[74TrAkToR's solution](#)

490.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[74TrAkToR's solution](#)

491.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[74TrAkToR's solution](#)

492.

1929C

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

Quality: 17,284 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[74TrAkToR's solution](#)

493.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[74TrAkToR's solution](#)

494.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[74TrAkToR's solution](#)

495.

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar

[74TrAkToR's solution](#)

496.

1919C

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

Quality: 28,575 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[74TrAkToR's solution](#)

497.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[74TrAkToR's solution](#)

498.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[74TrAkToR's solution](#)

499.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[74TrAkToR's solution](#)

500.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings
[74TrAkToR's solution](#)

501.

1805C

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

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry, math

[74TrAkToR's solution](#)

502.

1769B2

[Aesop's Fable](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, brute force, math

[74TrAkToR's solution](#)

503.

1706C

[Opwoeirut And The City](#) · [Tutorial](#)

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[74TrAkToR's solution](#)

504.

1701C

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

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[74TrAkToR's solution](#)

505.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 1400 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[74TrAkToR's solution](#)

506.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[74TrAkToR's solution](#)

507.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[74TrAkToR's solution](#)

508.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[74TrAkToR's solution](#)

509.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,121 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[74TrAkToR's solution](#)

510.

1348B

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

Quality: 27,485 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[74TrAkToR's solution](#)

511.

1332B

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

Quality: 18,953 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[74TrAkToR's solution](#)

512.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[74TrAkToR's solution](#)

513.

1303B

[National Project](#) · [Tutorial](#)

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

[74TrAkToR's solution](#)

514.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[74TrAkToR's solution](#)

515.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[74TrAkToR's solution](#)

516.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[74TrAkToR's solution](#)

517.

1279C

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

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[74TrAkToR's solution](#)

518.

1282B1

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

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[74TrAkToR's solution](#)

519.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[74TrAkToR's solution](#)

520.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[74TrAkToR's solution](#)

521.

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[74TrAkToR's solution](#)

522.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[74TrAkToR's solution](#)

523.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[74TrAkToR's solution](#)

524.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,347 global accepts · Rating: 1400 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[74TrAkToR's solution](#)

525.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[74TrAkToR's solution](#)

526.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,858 global accepts · Rating: 1400 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, math

[74TrAkToR's solution](#)

527.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[74TrAkToR's solution](#)

528.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[74TrAkToR's solution](#)

529.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,416 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[74TrAkToR's solution](#)

530.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1400 · first AC: 2019-06-26 · PyPy 3 (first AC) · Tags: binary search, math

[74TrAkToR's solution](#)

531.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 25,997 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[74TrAkToR's solution](#)

532.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[74TrAkToR's solution](#)

533.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[74TrAkToR's solution](#)

534.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-02 · Python 3 (first AC) · Tags: geometry

[74TrAkToR's solution](#)

535.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[74TrAkToR's solution](#)

536.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,173 global accepts · Rating: 1400 · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[74TrAkToR's solution](#)

537.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[74TrAkToR's solution](#)

538.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 1400 · first AC: 2019-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[74TrAkToR's solution](#)

539.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[74TrAkToR's solution](#)

540.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[74TrAkToR's solution](#)

541.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2019-01-02 · Python 3 (first AC) · Tags: math, number theory

[74TrAkToR's solution](#)

542.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,587 global accepts · Rating: 1400 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[74TrAkToR's solution](#)

543.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1400 · first AC: 2018-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[74TrAkToR's solution](#)

544.

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation
[74TrAkToR's solution](#)

545.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[74TrAkToR's solution](#)

546.

977D

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

Quality: 20,524 global accepts · Rating: 1400 · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings
[74TrAkToR's solution](#)

547.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,177 global accepts · Rating: 1400 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory
[74TrAkToR's solution](#)

548.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,642 global accepts · Rating: 1400 · first AC: 2018-11-22 · Python 3 (first AC) · Tags: greedy, implementation, sortings
[74TrAkToR's solution](#)

549.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2018-10-12 · last AC: 2018-10-12 · Python 3 (first AC) · Tags: implementation
[74TrAkToR's solution](#)

550.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,628 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation
[74TrAkToR's solution](#)

551.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,677 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy
[74TrAkToR's solution](#)

552.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[74TrAkToR's solution](#)

553.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings, two pointers

[74TrAkToR's solution](#)

554.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[74TrAkToR's solution](#)

555.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[74TrAkToR's solution](#)

556.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[74TrAkToR's solution](#)

557.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[74TrAkToR's solution](#)

558.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[74TrAkToR's solution](#)

559.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[74TrAkToR's solution](#)

560.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[74TrAkToR's solution](#)

561.

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[74TrAkToR's solution](#)

562.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[74TrAkToR's solution](#)

563.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[74TrAkToR's solution](#)

564.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[74TrAkToR's solution](#)

565.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

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

[74TrAkToR's solution](#)

566.

1379A

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

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

[74TrAkToR's solution](#)

567.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[74TrAkToR's solution](#)

568.

1368B

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

Quality: 21,426 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[74TrAkToR's solution](#)

569.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[74TrAkToR's solution](#)

570.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[74TrAkToR's solution](#)

571.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[74TrAkToR's solution](#)

572.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,857 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[74TrAkToR's solution](#)

573.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[74TrAkToR's solution](#)

574.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[74TrAkToR's solution](#)

575.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[74TrAkToR's solution](#)

576.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[74TrAkToR's solution](#)

577.

1299A

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

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

[74TrAkToR's solution](#)

578.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[74TrAkToR's solution](#)

579.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[74TrAkToR's solution](#)

580.

1272D

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

Quality: 19,285 global accepts · Rating: 1500 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[74TrAkToR's solution](#)

581.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,004 global accepts · Rating: 1500 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[74TrAkToR's solution](#)

582.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[74TrAkToR's solution](#)

583.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[74TrAkToR's solution](#)

584.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[74TrAkToR's solution](#)

585.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[74TrAkToR's solution](#)

586.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[74TrAkToR's solution](#)

587.

1213D1

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

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[74TrAkToR's solution](#)

588.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[74TrAkToR's solution](#)

589.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,444 global accepts · Rating: 1500 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[74TrAkToR's solution](#)

590.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[74TrAkToR's solution](#)

591.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[74TrAkToR's solution](#)

592.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[74TrAkToR's solution](#)

593.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[74TrAkToR's solution](#)

594.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,106 global accepts · Rating: 1500 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[74TrAkToR's solution](#)

595.

1180C

[Valeriy and Deque](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[74TrAkToR's solution](#)

596.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2019-06-17 · Python 3 (first AC) · Tags: greedy, implementation, strings

[74TrAkToR's solution](#)

597.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,732 global accepts · Rating: 1500 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[74TrAkToR's solution](#)

598.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[74TrAkToR's solution](#)

599.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[74TrAkToR's solution](#)

600.

1159C

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

Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[74TrAkToR's solution](#)

601.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[74TrAkToR's solution](#)

602.

1147A

[Hide and Seek](#) · [Tutorial](#)

Quality: 5,587 global accepts · Rating: 1500 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[74TrAkToR's solution](#)

603.

1162C

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[74TrAkToR's solution](#)

604.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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605.

1106D

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606.

1106B

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607.

1114B

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608.

1110C

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609.

1105C

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610.

760B

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611.

1081C

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612.

1081B

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613.

1084C

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614.

1005D

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615.

978F

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978D

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617.

977E

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[74TrAkToR's solution](#)

618.

1054C

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619.

1066B

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[74TrAkToR's solution](#)

620.

1062B

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621.

1070H

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[74TrAkToR's solution](#)

622.

1051C

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[74TrAkToR's solution](#)

623.

2051E

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[74TrAkToR's solution](#)

624.

2048D

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625.

2037E

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626.

2028C

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627.

616C

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628.

616D

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629.

993A

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[74TrAkToR's solution](#)

630.

1976C

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631.

1968E

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632.

1956C

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633.

1928C

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634.

1921E

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635.

1920C

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636.

1849C

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637.

1797C

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638.

1801A

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639.

1796C

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640.

1781C

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641.

1775C

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642.

1252C

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Quality: 3,982 global accepts · Rating: 1600 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

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643.

1632C

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644.

1567C

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[74TrAkToR's solution](#)

645.

1542C

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646.

1482C

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Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[74TrAkToR's solution](#)

647.

1475E

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Quality: 17,669 global accepts · Rating: 1600 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[74TrAkToR's solution](#)

648.

1423K

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[74TrAkToR's solution](#)

649.

1373D

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650.

1227D1

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Quality: 6,831 global accepts · Rating: 1600 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

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651.

1363C

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[74TrAkToR's solution](#)

652.

1349A

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653.

1348C

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[74TrAkToR's solution](#)

654.

1336A

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[74TrAkToR's solution](#)

655.

1334C

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[74TrAkToR's solution](#)

656.

1305C

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Quality: 18,782 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

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657.

1303C

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

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658.

1290A

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659.

1295C

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660.

1294D

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Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

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661.

1284C

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662.

1282B2

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663.

1246A

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664.

1238C

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665.

1223C

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1234D

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667.

1217B

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[74TrAkToR's solution](#)

668.

1025C

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[74TrAkToR's solution](#)

669.

1025B

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Quality: 8,509 global accepts · Rating: 1600 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[74TrAkToR's solution](#)

670.

1213D2

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Quality: 12,198 global accepts · Rating: 1600 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[74TrAkToR's solution](#)

671.

1203D1

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[74TrAkToR's solution](#)

672.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: trees

[74TrAkToR's solution](#)

673.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

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674.

1175C

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Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · last AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

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675.

1175B

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Quality: 12,430 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

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676.

1148B

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677.

1165E

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678.

1165D

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Quality: 19,718 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[74TrAkToR's solution](#)

679.

1163B2

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[74TrAkToR's solution](#)

680.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

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[74TrAkToR's solution](#)

681.

1151B

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[74TrAkToR's solution](#)

682.

1138D

[Camp Schedule](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings
[74TrAkToR's solution](#)

683.

1112B

[System Testing](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[74TrAkToR's solution](#)

684.

1113C

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Rating: 1600 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

685.

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2019-01-19 · Python 3 (first AC) · Tags: binary search
[74TrAkToR's solution](#)

686.

898E

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Quality: 4,864 global accepts · Rating: 1600 · first AC: 2019-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[74TrAkToR's solution](#)

687.

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[74TrAkToR's solution](#)

688.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[74TrAkToR's solution](#)

689.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1600 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[74TrAkToR's solution](#)

690.

1085C

[Connect Three](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 1600 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[74TrAkToR's solution](#)

691.

735C

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

Quality: 7,965 global accepts · Rating: 1600 · first AC: 2018-12-12 · Python 3 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[74TrAkToR's solution](#)

692.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[74TrAkToR's solution](#)

693.

1082C

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Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[74TrAkToR's solution](#)

694.

1056B

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Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[74TrAkToR's solution](#)

695.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[74TrAkToR's solution](#)

696.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-16 · last AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[74TrAkToR's solution](#)

697.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[74TrAkToR's solution](#)

698.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: greedy
[74TrAkToR's solution](#)

699.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[74TrAkToR's solution](#)

700.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,274 global accepts · Rating: 1600 · first AC: 2018-08-25 · Python 3 (first AC) · Tags: greedy, math, sortings
[74TrAkToR's solution](#)

701.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-08-24 · Python 3 (first AC) · Tags: constructive algorithms, greedy
[74TrAkToR's solution](#)

702.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,676 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers
[74TrAkToR's solution](#)

703.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers
[74TrAkToR's solution](#)

704.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings
[74TrAkToR's solution](#)

705.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[74TrAkToR's solution](#)

706.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees
[74TrAkToR's solution](#)

707.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[74TrAkToR's solution](#)

708.

1936A

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Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[74TrAkToR's solution](#)

709.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[74TrAkToR's solution](#)

710.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[74TrAkToR's solution](#)

711.

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

[74TrAkToR's solution](#)

712.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[74TrAkToR's solution](#)

713.

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[74TrAkToR's solution](#)

714.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[74TrAkToR's solution](#)

715.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[74TrAkToR's solution](#)

716.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[74TrAkToR's solution](#)

717.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,295 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory,

sortings, two pointers

[74TrAkToR's solution](#)

718.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[74TrAkToR's solution](#)

719.

1731D

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

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[74TrAkToR's solution](#)

720.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,134 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[74TrAkToR's solution](#)

721.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[74TrAkToR's solution](#)

722.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[74TrAkToR's solution](#)

723.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[74TrAkToR's solution](#)

724.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[74TrAkToR's solution](#)

725.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[74TrAkToR's solution](#)

726.

1381A2

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

Quality: 14,324 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[74TrAkToR's solution](#)

727.

1368D

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

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[74TrAkToR's solution](#)

728.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[74TrAkToR's solution](#)

729.

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[74TrAkToR's solution](#)

730.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy

[74TrAkToR's solution](#)

731.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[74TrAkToR's solution](#)

732.

1335E1

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

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[74TrAkToR's solution](#)

733.

1333C

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

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[74TrAkToR's solution](#)

734.

1332D

[Walk on Matrix](#) · [Tutorial](#)

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

[74TrAkToR's solution](#)

735.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[74TrAkToR's solution](#)

736.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[74TrAkToR's solution](#)

737.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · last AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
[74TrAkToR's solution](#)

738.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation
[74TrAkToR's solution](#)

739.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[74TrAkToR's solution](#)

740.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[74TrAkToR's solution](#)

741.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation
[74TrAkToR's solution](#)

742.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[74TrAkToR's solution](#)

743.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[74TrAkToR's solution](#)

744.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[74TrAkToR's solution](#)

745.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[74TrAkToR's solution](#)

746.

1237C1

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

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy
[74TrAkToR's solution](#)

747.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[74TrAkToR's solution](#)

748.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[74TrAkToR's solution](#)

749.

1217C

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

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[74TrAkToR's solution](#)

750.

1203D2

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

Quality: 8,118 global accepts · Rating: 1700 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[74TrAkToR's solution](#)

751.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths

[74TrAkToR's solution](#)

752.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,058 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[74TrAkToR's solution](#)

753.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[74TrAkToR's solution](#)

754.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[74TrAkToR's solution](#)

755.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[74TrAkToR's solution](#)

756.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[74TrAkToR's solution](#)

757.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[74TrAkToR's solution](#)

758.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[74TrAkToR's solution](#)

759.

827A

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

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings
[74TrAkToR's solution](#)

760.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[74TrAkToR's solution](#)

761.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[74TrAkToR's solution](#)

762.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[74TrAkToR's solution](#)

763.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,216 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive
[74TrAkToR's solution](#)

764.

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[74TrAkToR's solution](#)

765.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2019-03-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings
[74TrAkToR's solution](#)

766.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu
[74TrAkToR's solution](#)

767.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[74TrAkToR's solution](#)

768.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[74TrAkToR's solution](#)

769.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[74TrAkToR's solution](#)

770.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[74TrAkToR's solution](#)

771.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[74TrAkToR's solution](#)

772.

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, strings

[74TrAkToR's solution](#)

773.

1085D

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

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[74TrAkToR's solution](#)

774.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[74TrAkToR's solution](#)

775.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2018-12-12 · Python 3 (first AC) · Tags: implementation, math

[74TrAkToR's solution](#)

776.

977F

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

Quality: 25,128 global accepts · Rating: 1700 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[74TrAkToR's solution](#)

777.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[74TrAkToR's solution](#)

778.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[74TrAkToR's solution](#)

779.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2018-11-16 · Python 3 (first AC) · Tags: data structures, implementation, math

[74TrAkToR's solution](#)

780.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · Python 3 (first AC) · Tags: binary search, brute force, data structures, greedy

[74TrAkToR's solution](#)

781.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[74TrAkToR's solution](#)

782.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[74TrAkToR's solution](#)

783.

2035D

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

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

[74TrAkToR's solution](#)

784.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[74TrAkToR's solution](#)

785.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[74TrAkToR's solution](#)

786.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,410 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[74TrAkToR's solution](#)

787.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,421 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[74TrAkToR's solution](#)

788.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,725 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[74TrAkToR's solution](#)

789.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[74TrAkToR's solution](#)

790.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[74TrAkToR's solution](#)

791.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,340 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[74TrAkToR's solution](#)

792.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[74TrAkToR's solution](#)

793.

1968F

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

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[74TrAkToR's solution](#)

794.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[74TrAkToR's solution](#)

795.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[74TrAkToR's solution](#)

796.

1930D1

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

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[74TrAkToR's solution](#)

797.

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

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798.

1852A

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Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

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799.

1845D

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Quality: 9,009 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

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800.

1809D

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Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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801.

1801B

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802.

1781D

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Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

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803.

1775D

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[74TrAkToR's solution](#)

804.

1769D1

[A,3D0C! CT2DôBCαC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp

[74TrAkToR's solution](#)

805.

1252H

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Quality: 2,846 global accepts · Rating: 1800 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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806.

1709C

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Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[74TrAkToR's solution](#)

807.

883K

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808.

883H

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Quality: 1,783 global accepts · Rating: 1800 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
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809.

1535D

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Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees
[74TrAkToR's solution](#)

810.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers
[74TrAkToR's solution](#)

811.

1477A

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Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[74TrAkToR's solution](#)

812.

1446B

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Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[74TrAkToR's solution](#)

813.

1398D

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Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings
[74TrAkToR's solution](#)

814.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp
[74TrAkToR's solution](#)

815.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[74TrAkToR's solution](#)

816.

1227D2

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

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[74TrAkToR's solution](#)

817.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: dp
[74TrAkToR's solution](#)

818.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · last AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[74TrAkToR's solution](#)

819.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[74TrAkToR's solution](#)

820.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[74TrAkToR's solution](#)

821.

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[74TrAkToR's solution](#)

822.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[74TrAkToR's solution](#)

823.

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[74TrAkToR's solution](#)

824.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[74TrAkToR's solution](#)

825.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,155 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[74TrAkToR's solution](#)

826.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[74TrAkToR's solution](#)

827.

1286B

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Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[74TrAkToR's solution](#)

828.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[74TrAkToR's solution](#)

829.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[74TrAkToR's solution](#)

830.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[74TrAkToR's solution](#)

831.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[74TrAkToR's solution](#)

832.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[74TrAkToR's solution](#)

833.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[74TrAkToR's solution](#)

834.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[74TrAkToR's solution](#)

835.

1221D

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Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[74TrAkToR's solution](#)

836.

612D

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Quality: 4,361 global accepts · Rating: 1800 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[74TrAkToR's solution](#)

837.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[74TrAkToR's solution](#)

838.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[74TrAkToR's solution](#)

839.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[74TrAkToR's solution](#)

840.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[74TrAkToR's solution](#)

841.

1180D

[Tolik and His Uncle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[74TrAkToR's solution](#)

842.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,700 global accepts · Rating: 1800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[74TrAkToR's solution](#)

843.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[74TrAkToR's solution](#)

844.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[74TrAkToR's solution](#)

845.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,575 global accepts · Rating: 1800 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[74TrAkToR's solution](#)

846.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[74TrAkToR's solution](#)

847.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[74TrAkToR's solution](#)

848.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · Python 3 (first AC) · Tags: constructive algorithms, math

[74TrAkToR's solution](#)

849.

888E

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

Quality: 9,200 global accepts · Rating: 1800 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[74TrAkToR's solution](#)

850.

1113D

[Sasha and One More Name](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[74TrAkToR's solution](#)

851.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-26 · last AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, number theory

[74TrAkToR's solution](#)

852.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2019-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[74TrAkToR's solution](#)

853.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2019-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[74TrAkToR's solution](#)

854.

1077E

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Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[74TrAkToR's solution](#)

855.

1084D

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[74TrAkToR's solution](#)

856.

988D

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

Quality: 8,041 global accepts · Rating: 1800 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[74TrAkToR's solution](#)

857.

1066D

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Quality: 5,945 global accepts · Rating: 1800 · first AC: 2018-11-16 · Python 3 (first AC) · Tags: binary search, implementation

[74TrAkToR's solution](#)

858.

607B

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Quality: 16,308 global accepts · Rating: 1900 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[74TrAkToR's solution](#)

859.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,722 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, greedy, math, sortings, two pointers

[74TrAkToR's solution](#)

860.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[74TrAkToR's solution](#)

861.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math

[74TrAkToR's solution](#)

862.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1900 · first AC: 2024-09-23 · last AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[74TrAkToR's solution](#)

863.

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[74TrAkToR's solution](#)

864.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force

[74TrAkToR's solution](#)

865.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[74TrAkToR's solution](#)

866.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[74TrAkToR's solution](#)

867.

1968G1

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

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[74TrAkToR's solution](#)

868.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[74TrAkToR's solution](#)

869.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[74TrAkToR's solution](#)

870.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[74TrAkToR's solution](#)

871.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[74TrAkToR's solution](#)

872.

1929D

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

Quality: 5,758 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[74TrAkToR's solution](#)

873.

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, two pointers

[74TrAkToR's solution](#)

874.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[74TrAkToR's solution](#)

875.

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[74TrAkToR's solution](#)

876.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[74TrAkToR's solution](#)

877.

104730E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

878.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[74TrAkToR's solution](#)

879.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[74TrAkToR's solution](#)

880.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[74TrAkToR's solution](#)

881.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[74TrAkToR's solution](#)

882.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[74TrAkToR's solution](#)

883.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[74TrAkToR's solution](#)

884.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[74TrAkToR's solution](#)

885.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[74TrAkToR's solution](#)

886.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[74TrAkToR's solution](#)

887.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[74TrAkToR's solution](#)

888.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,688 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[74TrAkToR's solution](#)

889.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[74TrAkToR's solution](#)

890.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[74TrAkToR's solution](#)

891.

883G

[Orientation of Edges](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[74TrAkToR's solution](#)

892.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[74TrAkToR's solution](#)

893.

1546D

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896.

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901.

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908.

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910.

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913.

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1237C2

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1216E1

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1174D

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1162D

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1112C

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474E

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1294F

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947.

2131G

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948.

2051F

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949.

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1984D

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955.

1976D

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956.

1970E2

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957.

1956D

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958.

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959.

1936B

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960.

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1600I

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962.

1889C1

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963.

1796D

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964.

1788D

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1770D

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966.

1731E

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967.

1632D

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968.

1567D

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969.

1415D

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970.

1427D

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971.

1427C

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972.

1391D

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973.

1379C

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974.

1385E

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1363E

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976.

1316D

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1320C

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1237D

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984.

1223D

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985.

1234E

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986.

1209G1

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[74TrAkToR's solution](#)

987.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[74TrAkToR's solution](#)

988.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[74TrAkToR's solution](#)

989.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[74TrAkToR's solution](#)

990.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[74TrAkToR's solution](#)

991.

1183E

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

Quality: 5,421 global accepts · Rating: 2000 · first AC: 2019-06-26 · last AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[74TrAkToR's solution](#)

992.

1185E

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Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[74TrAkToR's solution](#)

993.

598E

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Quality: 6,084 global accepts · Rating: 2000 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[74TrAkToR's solution](#)

994.

1165F2

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

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[74TrAkToR's solution](#)

995.

1165F1

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

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[74TrAkToR's solution](#)

996.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,651 global accepts · Rating: 2000 · first AC: 2019-05-11 · Python 3 (first AC) · Tags: games

[74TrAkToR's solution](#)

997.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-01 · last AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[74TrAkToR's solution](#)

998.

1157F

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Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[74TrAkToR's solution](#)

999.

1132F

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Quality: 10,705 global accepts · Rating: 2000 · first AC: 2019-03-05 · last AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[74TrAkToR's solution](#)

1000.

1104D

[Game with modulo](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math

[74TrAkToR's solution](#)

1001.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2019-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[74TrAkToR's solution](#)

1002.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 2000 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[74TrAkToR's solution](#)

1003.

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[74TrAkToR's solution](#)

1004.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[74TrAkToR's solution](#)

1005.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[74TrAkToR's solution](#)

1006.

852E

[Casinos and travel](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2100 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[74TrAkToR's solution](#)

1007.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, dsu, graphs

[74TrAkToR's solution](#)

1008.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[74TrAkToR's solution](#)

1009.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[74TrAkToR's solution](#)

1010.

2005E1

[Subtriangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation
[74TrAkToR's solution](#)

1011.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry
[74TrAkToR's solution](#)

1012.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
[74TrAkToR's solution](#)

1013.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings
[74TrAkToR's solution](#)

1014.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees
[74TrAkToR's solution](#)

1015.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
[74TrAkToR's solution](#)

1016.

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
[74TrAkToR's solution](#)

1017.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,628 global accepts · Rating: 2100 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers
[74TrAkToR's solution](#)

1018.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees
[74TrAkToR's solution](#)

1019.

1600D

[Hidden Fortress](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, interactive
[74TrAkToR's solution](#)

1020.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[74TrAkToR's solution](#)

1021.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[74TrAkToR's solution](#)

1022.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[74TrAkToR's solution](#)

1023.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[74TrAkToR's solution](#)

1024.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[74TrAkToR's solution](#)

1025.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[74TrAkToR's solution](#)

1026.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[74TrAkToR's solution](#)

1027.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[74TrAkToR's solution](#)

1028.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[74TrAkToR's solution](#)

1029.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[74TrAkToR's solution](#)

1030.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-24 · last AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[74TrAkToR's solution](#)**1031.**

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[74TrAkToR's solution](#)**1032.**

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,413 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive, math

[74TrAkToR's solution](#)**1033.**

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[74TrAkToR's solution](#)**1034.**

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[74TrAkToR's solution](#)**1035.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[74TrAkToR's solution](#)**1036.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[74TrAkToR's solution](#)**1037.**

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[74TrAkToR's solution](#)**1038.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[74TrAkToR's solution](#)**1039.**

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[74TrAkToR's solution](#)

1040.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[74TrAkToR's solution](#)

1041.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[74TrAkToR's solution](#)

1042.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[74TrAkToR's solution](#)

1043.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees

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1044.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-08-30 · last AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[74TrAkToR's solution](#)

1045.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[74TrAkToR's solution](#)

1046.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[74TrAkToR's solution](#)

1047.

1202C

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Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[74TrAkToR's solution](#)

1048.

1183F

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Quality: 2,252 global accepts · Rating: 2100 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[74TrAkToR's solution](#)

1049.

1185F

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Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[74TrAkToR's solution](#)

1050.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
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1051.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings
[74TrAkToR's solution](#)

1052.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
[74TrAkToR's solution](#)

1053.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings
[74TrAkToR's solution](#)

1054.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2019-05-18 · last AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[74TrAkToR's solution](#)

1055.

1167E

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Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers
[74TrAkToR's solution](#)

1056.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
[74TrAkToR's solution](#)

1057.

1154F

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Quality: 3,336 global accepts · Rating: 2100 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[74TrAkToR's solution](#)

1058.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math
[74TrAkToR's solution](#)

1059.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-02-16 · last AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[74TrAkToR's solution](#)

1060.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2100 · first AC: 2019-01-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[74TrAkToR's solution](#)

1061.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2019-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry
[74TrAkToR's solution](#)

1062.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,681 global accepts · Rating: 2200 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation
[74TrAkToR's solution](#)

1063.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings
[74TrAkToR's solution](#)

1064.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees
[74TrAkToR's solution](#)

1065.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-01 · last AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees
[74TrAkToR's solution](#)

1066.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers
[74TrAkToR's solution](#)

1067.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[74TrAkToR's solution](#)

1068.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
[74TrAkToR's solution](#)

1069.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[74TrAkToR's solution](#)

1070.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 2200 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[74TrAkToR's solution](#)

1071.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[74TrAkToR's solution](#)

1072.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation

[74TrAkToR's solution](#)

1073.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[74TrAkToR's solution](#)

1074.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[74TrAkToR's solution](#)

1075.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[74TrAkToR's solution](#)

1076.

1968G2

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

Quality: 2,507 global accepts · Rating: 2200 · first AC: 2024-05-02 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[74TrAkToR's solution](#)

1077.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[74TrAkToR's solution](#)

1078.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

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1079.

1854B

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1080.

1788E

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1081.

1785C

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

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1082.

1777E

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Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

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1083.

1249F

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Quality: 2,746 global accepts · Rating: 2200 · first AC: 2022-12-25 · last AC: 2022-12-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

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1084.

1252E

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Quality: 1,359 global accepts · Rating: 2200 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

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1085.

883A

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1086.

1567E

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1087.

1535E

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1088.

1477C

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1089.

1415E

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[74TrAkToR's solution](#)

1090.

1227E

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1091.

1227F1

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Quality: 2,057 global accepts · Rating: 2200 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: dp
[74TrAkToR's solution](#)

1092.

1335F

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Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices
[74TrAkToR's solution](#)

1093.

1338C

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Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math
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1094.

1333F

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[74TrAkToR's solution](#)

1095.

1305E

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[74TrAkToR's solution](#)

1096.

1303E

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Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
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1097.

1295E

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Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
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1098.

1283F

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Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees
[74TrAkToR's solution](#)

1099.

1278E

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Quality: 2,042 global accepts · Rating: 2200 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees
[74TrAkToR's solution](#)

1100.

1272F

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Quality: 2,334 global accepts · Rating: 2200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[74TrAkToR's solution](#)

1101.

1246C

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Rating: 2200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

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1102.

1238E

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Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[74TrAkToR's solution](#)

1103.

1238F

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Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[74TrAkToR's solution](#)

1104.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[74TrAkToR's solution](#)

1105.

1220E

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Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[74TrAkToR's solution](#)

1106.

612E

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Quality: 2,007 global accepts · Rating: 2200 · first AC: 2019-09-02 · last AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[74TrAkToR's solution](#)

1107.

1208E

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Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[74TrAkToR's solution](#)

1108.

1196F

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Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[74TrAkToR's solution](#)

1109.

1179C

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Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

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1110.

1181D

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Quality: 2,804 global accepts · Rating: 2200 · first AC: 2019-06-18 · last AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

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1175E

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Quality: 4,539 global accepts · Rating: 2200 · first AC: 2019-06-06 · last AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[74TrAkToR's solution](#)**1112.**

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[74TrAkToR's solution](#)**1113.**

1166D

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Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[74TrAkToR's solution](#)**1114.**

1159D

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Rating: 2200 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[74TrAkToR's solution](#)**1115.**

1155E

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Quality: 1,600 global accepts · Rating: 2200 · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[74TrAkToR's solution](#)**1116.**

1153E

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Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive

[74TrAkToR's solution](#)**1117.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[74TrAkToR's solution](#)**1118.**

1110E

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Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[74TrAkToR's solution](#)**1119.**

1114E

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Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

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1120.

1316E

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Quality: 5,369 global accepts · Rating: 2300 · first AC: 2020-03-04 · last AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[74TrAkToR's solution](#)

1121.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[74TrAkToR's solution](#)

1122.

2028E

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Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[74TrAkToR's solution](#)

1123.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[74TrAkToR's solution](#)

1124.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[74TrAkToR's solution](#)

1125.

1864F

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Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

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1126.

1553F

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Quality: 2,518 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[74TrAkToR's solution](#)

1127.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[74TrAkToR's solution](#)

1128.

1929E

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Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

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1129.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

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1130.

1654E

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Quality: 2,359 global accepts · Rating: 2300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

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1131.

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, probabilities

[74TrAkToR's solution](#)

1132.

1928E

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Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

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1133.

1919F1

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Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

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1134.

1849E

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1135.

1842E

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1136.

1834E

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1137.

1797E

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1138.

1805E

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1139.

1799E

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Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

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1140.

1781E

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1141.

1252B

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Quality: 585 global accepts · Rating: 2300 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

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1142.

1252J

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Quality: 783 global accepts · Rating: 2300 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

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1143.

1706E

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1144.

935E

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Quality: 979 global accepts · Rating: 2300 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

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1145.

1625D

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Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[74TrAkToR's solution](#)

1146.

883C

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Quality: 663 global accepts · Rating: 2300 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation

[74TrAkToR's solution](#)

1147.

1379D

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Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[74TrAkToR's solution](#)

1148.

1385F

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Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, trees

[74TrAkToR's solution](#)

1149.

808E

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Quality: 2,191 global accepts · Rating: 2300 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[74TrAkToR's solution](#)

1150.

1322C

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Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[74TrAkToR's solution](#)

1151.

1304F1

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Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[74TrAkToR's solution](#)

1152.

1292C

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Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[74TrAkToR's solution](#)

1153.

1217E

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Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[74TrAkToR's solution](#)

1154.

598C

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Quality: 5,401 global accepts · Rating: 2300 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[74TrAkToR's solution](#)

1155.

1148E

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Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[74TrAkToR's solution](#)

1156.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[74TrAkToR's solution](#)

1157.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2019-03-05 · last AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[74TrAkToR's solution](#)

1158.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[74TrAkToR's solution](#)

1159.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,044 global accepts · Rating: 2400 · first AC: 2025-10-27 · last AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[74TrAkToR's solution](#)

1160.

815C

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

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, trees

[74TrAkToR's solution](#)

1161.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[74TrAkToR's solution](#)

1162.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[74TrAkToR's solution](#)

1163.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[74TrAkToR's solution](#)

1164.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[74TrAkToR's solution](#)

1165.

1981D

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

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[74TrAkToR's solution](#)

1166.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[74TrAkToR's solution](#)

1167.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[74TrAkToR's solution](#)

1168.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · last AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[74TrAkToR's solution](#)

1169.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp,

implementation, math, trees

[74TrAkToR's solution](#)

1170.

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

[74TrAkToR's solution](#)

1171.

104730C

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1172.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[74TrAkToR's solution](#)

1173.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[74TrAkToR's solution](#)

1174.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[74TrAkToR's solution](#)

1175.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[74TrAkToR's solution](#)

1176.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: hashing, trees

[74TrAkToR's solution](#)

1177.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[74TrAkToR's solution](#)

1178.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · last AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[74TrAkToR's solution](#)

1179.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[74TrAkToR's solution](#)

1180.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[74TrAkToR's solution](#)

1181.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[74TrAkToR's solution](#)

1182.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[74TrAkToR's solution](#)

1183.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[74TrAkToR's solution](#)

1184.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[74TrAkToR's solution](#)

1185.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[74TrAkToR's solution](#)

1186.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[74TrAkToR's solution](#)

1187.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[74TrAkToR's solution](#)

1188.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[74TrAkToR's solution](#)

1189.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[74TrAkToR's solution](#)

1190.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[74TrAkToR's solution](#)

1191.

1202E

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

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[74TrAkToR's solution](#)

1192.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[74TrAkToR's solution](#)

1193.

735E

[Ostap and Tree](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[74TrAkToR's solution](#)

1194.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[74TrAkToR's solution](#)

1195.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[74TrAkToR's solution](#)

1196.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[74TrAkToR's solution](#)

1197.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[74TrAkToR's solution](#)

1198.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[74TrAkToR's solution](#)

1199.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[74TrAkToR's solution](#)

1200.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[74TrAkToR's solution](#)

1201.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[74TrAkToR's solution](#)

1202.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[74TrAkToR's solution](#)

1203.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[74TrAkToR's solution](#)

1204.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[74TrAkToR's solution](#)

1205.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[74TrAkToR's solution](#)

1206.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[74TrAkToR's solution](#)

1207.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[74TrAkToR's solution](#)

1208.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[74TrAkToR's solution](#)

1209.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[74TrAkToR's solution](#)

1210.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[74TrAkToR's solution](#)

1211.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[74TrAkToR's solution](#)

1212.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[74TrAkToR's solution](#)

1213.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[74TrAkToR's solution](#)

1214.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[74TrAkToR's solution](#)

1215.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[74TrAkToR's solution](#)

1216.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[74TrAkToR's solution](#)

1217.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2019-06-20 · last AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[74TrAkToR's solution](#)

1218.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, implementation

[74TrAkToR's solution](#)

1219.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp,

implementation

[74TrAkToR's solution](#)

1220.

681E

[Runaway to a Shadow](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2500 · first AC: 2020-02-02 · last AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[74TrAkToR's solution](#)

1221.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings

[74TrAkToR's solution](#)

1222.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 779 global accepts · Rating: 2600 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[74TrAkToR's solution](#)

1223.

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[74TrAkToR's solution](#)

1224.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[74TrAkToR's solution](#)

1225.

2131H

[Sea, You & coprime](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-10 · last AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[74TrAkToR's solution](#)

1226.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[74TrAkToR's solution](#)

1227.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[74TrAkToR's solution](#)

1228.

1600G

[Bob's Beautiful Array](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1229.

1600A

[Weights](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1230.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[74TrAkToR's solution](#)

1231.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[74TrAkToR's solution](#)

1232.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[74TrAkToR's solution](#)

1233.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[74TrAkToR's solution](#)

1234.

1805F1

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

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[74TrAkToR's solution](#)

1235.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[74TrAkToR's solution](#)

1236.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[74TrAkToR's solution](#)

1237.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[74TrAkToR's solution](#)

1238.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[74TrAkToR's solution](#)

1239.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2019-09-07 · last AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[74TrAkToR's solution](#)

1240.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[74TrAkToR's solution](#)

1241.

2028F

[Alice's Adventures in Addition](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[74TrAkToR's solution](#)

1242.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[74TrAkToR's solution](#)

1243.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[74TrAkToR's solution](#)

1244.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[74TrAkToR's solution](#)

1245.

1600H

[Shortest path](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1246.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[74TrAkToR's solution](#)

1247.

104730F

[Split](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1248.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[74TrAkToR's solution](#)

1249.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[74TrAkToR's solution](#)

1250.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[74TrAkToR's solution](#)

1251.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-03-15 · last AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings, two pointers

[74TrAkToR's solution](#)

1252.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[74TrAkToR's solution](#)

1253.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2020-02-12 · last AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[74TrAkToR's solution](#)

1254.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[74TrAkToR's solution](#)

1255.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2019-11-27 · last AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[74TrAkToR's solution](#)

1256.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[74TrAkToR's solution](#)

1257.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[74TrAkToR's solution](#)

1258.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[74TrAkToR's solution](#)

1259.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer,

dp, implementation, shortest paths

[74TrAkToR's solution](#)

1260.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[74TrAkToR's solution](#)

1261.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[74TrAkToR's solution](#)

1262.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[74TrAkToR's solution](#)

1263.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[74TrAkToR's solution](#)

1264.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[74TrAkToR's solution](#)

1265.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[74TrAkToR's solution](#)

1266.

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[74TrAkToR's solution](#)

1267.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2018-12-08 · last AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[74TrAkToR's solution](#)

1268.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[74TrAkToR's solution](#)

1269.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[74TrAkToR's solution](#)

1270.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[74TrAkToR's solution](#)

1271.

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[74TrAkToR's solution](#)

1272.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[74TrAkToR's solution](#)

1273.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[74TrAkToR's solution](#)

1274.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[74TrAkToR's solution](#)

1275.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[74TrAkToR's solution](#)

1276.

104730G

[Good Colorings](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1277.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[74TrAkToR's solution](#)

1278.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, probabilities, trees

[74TrAkToR's solution](#)

1279.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[74TrAkToR's solution](#)

1280.
103964H
[Sudoku](#) · [Tutorial](#)
Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[74TrAkToR's solution](#)

1281.
103964L
[Huatuo's Medicine](#) · [Tutorial](#)
Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[74TrAkToR's solution](#)

1282.
103964A
[Secrete Master Plan](#) · [Tutorial](#)
Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[74TrAkToR's solution](#)

1283.
105545J
[Aä=C, 7000Dô6C ND" ?D4HC=C... At Bt AÃð](#)
Rating: — · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[74TrAkToR's solution](#)

1284.
101755I
[Guess the Tree](#) · [Tutorial](#)
Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1285.
101755G
[Underpalindromity](#) · [Tutorial](#)
Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1286.
101755F
[Tree Restoration](#) · [Tutorial](#)
Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1287.
101755H
[Safe Path](#) · [Tutorial](#)
Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1288.
101755M
[Forgotten Spell](#) · [Tutorial](#)
Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1289.
101755K
[Video Reviews](#) · [Tutorial](#)
Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1290.
101755L
[Queries on a String](#) · [Tutorial](#)
Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1291.

101755C

[Third-Party Software](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1292.

101755B

[Minimal Area](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1293.

101755J

[Parallelograms](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1294.

101755E

[Substring Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1295.

101755A

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

Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1296.

104460K

[Escape Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1297.

104460C

[0689](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1298.

104460I

[Unrooted Trie](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1299.

104460A

[Digit Mode](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1300.

104460J

[Coolbits](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1301.

104460B

[Grid with Arrows](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1302.

104460F

[K-hour Clock](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1303.

104460L

[Digit Product](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1304.

104460E

[Turn It Off](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1305.

104761D

[A,3D0i0 1D4<C 3Cä9](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1306.

104761C

[AD5C'8CÄ>D BDÂ =C # #0](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1307.

104761A

[A,0DäADd8Cä=C ;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1308.

104555D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1309.

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1310.

104555G

[Great Treaty of Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1311.

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1312.

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1313.

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1314.

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1315.

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1316.

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1317.

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1318.

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1319.

105139F

[Enchanted](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1320.

105139D

[MACARON Likes Happy Endings](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1321.

105139G

[Genshin Impact Startup Forbidden II](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1322.

105139I

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1323.

105139H

[Genshin Impact Startup Forbidden III](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1324.

105139K

[Points on the Number Axis B](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1325.

105139L

[LCMs](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1326.

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1327.

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1328.

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1329.

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1330.

105167J

[Just Too Much Procrastination](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1331.

105167H

[Hourly Mate](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1332.

105167I

[Increased Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1333.

105167B

[Broken Polybahn](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1334.

105167F

[Fraudulent Exam](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1335.

105167K

[Keen on Rösti](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1336.

105167L

[Locomotive Control Center](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1337.

105167A

[Attending Classes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1338.

105167C

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

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1339.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1340.

103861D

[Two Walls](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1341.

103861C

[String-dle Count](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1342.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1343.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1344.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1345.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1346.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1347.

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1348.

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1349.

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1350.

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1351.

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1352.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1353.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1354.

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1355.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1356.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1357.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1358.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1359.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1360.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1361.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees

[74TrAkToR's solution](#)

1362.

1939C

[More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, two pointers

[74TrAkToR's solution](#)

1363.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1364.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1365.

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1366.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1367.

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1368.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1369.

100800A

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

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1370.

100800J

[Jelly Raid](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1371.

100800G

[Drink Responsibly](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1372.

100800H

[Sunlight](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1373.

100800I

[Nimionese](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1374.

100800M

[Milestone Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1375.

100800B

[Mountain Biking](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1376.

100800C

[Conversation Log](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1377.

104790K

[King of the Hill](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1378.

104790I

[International Irregularities](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1379.

104790H

[Hidden Art](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1380.

104790E

[Exam Study Planning](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1381.

104790L

[Locking Doors](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1382.

104790C

[Compressing Commands](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1383.

104790G

[Geometry Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1384.

104790J

[Jungle Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1385.

104790F

[Funicular Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1386.

104790B

[Battle Bots](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1387.

104790A

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

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1388.

104790D

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

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1389.

104094H

[One-dimensional Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1390.

104094F

[Bob's Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1391.

104730I

[ASKOj3D 0C' Aα B,,](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1392.

104730B

[A,3D0aCD6CT=D\\$;DÄ<CT=Cä2](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1393.

102136D

[Badroadville mayoral election](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1394.

102136K

[Slogan](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1395.

104094I

[Soviet Kindergarden](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1396.

104094J

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

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1397.

104094G

[Loop around Lake](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1398.

104094K

[The Fortress Defense](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1399.

104094B

[GPS Hack](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1400.

104094D

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1401.

104094C

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1402.

104094E

[kex](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1403.

104094A

[Meeting Near the Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1404.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1405.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1406.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1407.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1408.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1409.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1410.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1411.

102136A

[One-time passwords](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1412.

102136F

[Sort hacking](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1413.

102136C

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

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1414.

102136H

[Tourist Agency](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1415.

102136E

[Sweet motivation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1416.

102136J

[Restore the sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1417.

102136I

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

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1418.

102136B

[Even answer](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1419.

104730J

[AôCDSQ\\$C =C D BD >C\\$0 A=CC=0](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1420.

104730A

[B4=Q,ic ;DÄ=C O Cô5D =Dđ](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1421.

104730H

[A10000010 C" ?Cä4C @Cä:](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1422.

102465C

[Crosswords](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1423.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1424.

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1425.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1426.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1427.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1428.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1429.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1430.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1431.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1432.

100959A

[2016](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1433.

100959D

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1434.

100959I

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1435.

100959J

[Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1436.

100959C

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1437.

100959F

[Number Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1438.

100959B

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1439.

100959L

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

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1440.

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1441.

104479H

[Highest Median Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · last AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1442.

104479B

[Beautiful XOR Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1443.

104479F

[Forest Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1444.

104479J

[Joining Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1445.

104479I

[Incomplete Information Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1446.

104479L

[Lying Faces](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1447.

104479E

[Erase the Primes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1448.

104479D

[DAG Probability](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1449.

104479G

[Guessing by Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1450.

104479C

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1451.

104197N

[No Zero-Sum Subsegment](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1452.

104197G

[Graph Problem With Small \\$n\\$](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · last AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1453.

100133A

[B CDDC,,:D=D'9 CÄ0D AC,,2](#)

Rating: — · first AC: 2019-08-05 · last AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1454.

104064C

[Cutting Edge](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1455.

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1456.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1457.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1458.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1459.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1460.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1461.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1462.

103447L

[Karshilov's Matching Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · last AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1463.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1464.

103447A

[So Many Lucky Strings](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1465.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1466.

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1467.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1468.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1469.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1470.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1471.

103447B

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

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1472.

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1473.

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1474.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1475.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1476.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1477.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1478.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1479.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1480.

100151I

[Recruiting](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1481.

100151G

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1482.

100151F

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1483.

100151J

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1484.

100151E

[Berland Chess](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1485.

100151K

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1486.

100151C

[Dice Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1487.

100151B

[Building Foundation](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1488.

100151A

[Bonnie and Clyde](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1489.

103729E

[Multigate](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · last AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1490.

103729D

[Transition](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1491.

103729H

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

Rating: — · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1492.

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1493.

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1494.

103729J

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

Rating: — · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1495.

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1496.

103729B

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

Rating: — · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1497.

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1498.

100145D

[AOC 2019 Round 1](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-13 · last AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1499.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1500.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1501.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1502.

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1503.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1504.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1505.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1506.

100492E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1507.

100492A

[Average Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1508.

100492G

[Gas Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1509.

100492F

[Free of Squares](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1510.

100492B

[Binary Suffix Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1511.

100492I

[In Touch](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1512.

100492H

[Handsome Division](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1513.

100402E

[Points and Lines](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1514.

100402D

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

Rating: — · first AC: 2021-11-13 · Python 3 (first AC) · Tags: —
[74TrAkToR's solution](#)

1515.

100402B

[Minimal Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1516.

100402A

[Graph Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1517.

100402K

[XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1518.

100402F

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

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1519.

100402G

[Inverse Range Minimum Query](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[74TrAkToR's solution](#)

1520.

1531E3

[B > D B C,,@Cä2C=0 D ;C,,OCô8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search
[74TrAkToR's solution](#)

1521.

1531E2

[B > D B C,,@Cä2C=0 D ;C,,OCô8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-28 · last AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force
[74TrAkToR's solution](#)

1522.

1531E1

[B 7D B C,,@Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: *special

[74TrAkToR's solution](#)

1523.

1531D

[B 5CD0C#B0ja@D45CÂ C,,=C45D Â 6öÆ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: *special

[74TrAkToR's solution](#)

1524.

1531C

[B 8CÄ«CTBD 8Dt=D´9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, dp

[74TrAkToR's solution](#)

1525.

1531B1

[AÄ»CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: *special

[74TrAkToR's solution](#)

1526.

1531B2

[AÄ»CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: *special

[74TrAkToR's solution](#)

1527.

1531A

[At8CÔ3OT@iplcolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[74TrAkToR's solution](#)

1528.

102569C

[Manhattan Distance](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1529.

102569G

[Nuts and Bolts](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1530.

102569D

[Lexicographically Minimal Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1531.

102569J

[The Battle of Mages](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1532.

102569L

[The Dragon Land](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1533.

102569K

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1534.

102569I

[Sorting Colored Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1535.

102569F

[Moving Target](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1536.

102569H

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1537.

102569B

[Bonuses on a Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1538.

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1539.

102569A

[Array's Hash](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1540.

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1541.

100124A

[A\\$>D AD\\$00C>C\\$;CT=C,,5 HTML-DD0C”;>C](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[74TrAkToR's solution](#)

1542.

100124E

[A`>048D`5D :C&5 CD5D 5C\\$>](#)

Rating: — · first AC: 2019-05-08 · last AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1543.

100124G

[A0>010D`BC,,5 CD>CÄ8CÔ>D,,>C <C€](#)

Rating: — · first AC: 2019-05-08 · last AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1544.

100124H

[Aô>C@D'BC,,5 CD>CÄ8CÔ>D,,:C <C,Ó](#)

Rating: — · first AC: 2019-05-08 · last AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1545.

100124F

[B5D8h](#)

Rating: — · first AC: 2019-05-08 · last AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1546.

100124C

[A00CÄ 2CTF C :C\\$0D 8D4<Cä2](#)

Rating: — · first AC: 2019-05-08 · last AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1547.

100124B

[A5D5CÔ:C](#)

Rating: — · first AC: 2019-05-08 · last AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1548.

1319D

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

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[74TrAkToR's solution](#)

1549.

1319E

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[74TrAkToR's solution](#)

1550.

1319C

[Remove Adjacent](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[74TrAkToR's solution](#)

1551.

1319B

[Journey Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[74TrAkToR's solution](#)

1552.

1319A

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

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[74TrAkToR's solution](#)

1553.

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, math

[74TrAkToR's solution](#)

1554.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, trees

[74TrAkToR's solution](#)

1555.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[74TrAkToR's solution](#)

1556.

101187G

[A 0DT8\\$K CD6CT4C 5C](#)

Rating: — · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1557.

102443L

[Time Travel](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1558.

100799E

[AD5015CÔ8CP](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1559.

102396C

[Jet Trains](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · last AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1560.

102443K

[RotationAlmostSort](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1561.

102443D

[Guess the Path](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1562.

102443G

[Too Many Hyphens](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1563.

101636F

[A000040](#)

Rating: — · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1564.

101636D

[B 70\\$?C 4C ND"8CR <C :D 8CÄCCÄK](#)

Rating: — · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1565.

101636E

[A45D00C](#)

Rating: — · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1566.

101636J

[B-0012G15D15CÔ8CR A C▯>CôLDô<C€](#)

Rating: — · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1567.

101636G

[A000ta](#)

Rating: — · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1568.

101636C

[A▯>CÔDC,,3D4@C FC,,>CÔ=D´9 DD0C”;](#)

Rating: — · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1569.

101636L

[A00CäAD\\$KCR AD4DDD8C▯AD°](#)

Rating: — · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1570.

101636A

[B\\$C0i8Ct<](#)

Rating: — · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1571.

101636K

[B-400,HC=CO>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1572.

101636M

[A\\$D AD\\$0CÔ>C\\$;CT=C,,5 Cô>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1573.

100549F

[ATUBPa](#)

Rating: — · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1574.

100549I

[B15D5G60DT8 C" ?D CCDC](#)

Rating: — · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1575.

100549E

[A4800>D\\$5Ct0 Cä1 Cä1Cä1D”5CÔ=Cä< C▯>CÔ5](#)

Rating: — · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1576.

100549J

[A0▯D18CÔ:C 7C 1Cä@C](#)

Rating: — · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1577.

100549A

[A00CäDCTAD >D %C >D](#)

Rating: — · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1578.

100549G

[A45C05D 0D\\$>D ?C @Cä;CT9](#)

Rating: — · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1579.

102396F

[Metro 2345](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1580.

102396E

[Unique Solution](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1581.

102396G

[Weight Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1582.

102396I

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · last AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1583.

102396H

[Checking Answers to Test](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1584.

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1585.

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1586.

102407B

[Crazy dance](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1587.

102407I

[ASKD20 BDÄADò 8Cr >C□@D46CT=C,,O](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1588.

102407H

[B0B0aC€](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1589.

102407G

[Crazy domino](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1590.

102407F

[A 5D0P0ä@Dô4CäGCÔ>CR 2D´AD\\$CCô;CT=C,,5](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1591.

102407A

[B 0CÄ0D HCT4D,,8CR BD 0CÔACô>D BCÔKCR =C ;Cä3C€](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1592.

102407J

[B41C,9D BC\\$5CÔ=C O CÄ0D\\$5CÄ0D\\$8C=0](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1593.

102407D

[Ä3D 0C ;CT=C,,5 C 0CÔ:C](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1594.

100173E

[A=0D 0D\\$5C´LCÔ0Dò : Cä:D CCd=CäAD\\$8](#)

Rating: — · first AC: 2019-06-03 · last AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1595.

100173C

[AD2CR>C= @D46CÔ>D BC€](#)

Rating: — · first AC: 2019-06-03 · last AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1596.

100173B

[Aô5D080Ä5D\\$@ C\\$KCôCC=;Cä9 Cä1Cä;CäGC=8](#)

Rating: — · first AC: 2019-06-03 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1597.

100173A

[ASK0ôC=;C O Cä1Cä;CäGC=0](#)

Rating: — · first AC: 2019-06-03 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1598.

100168T

[B 0D AD\\$>Dô=C,,5 CÄ5Cd4D2 ;D4GC <C€](#)

Rating: — · first AC: 2019-06-02 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1599.

100168S

[Aô>Dô>âd5CÔ8CR BCäGCT: C\\$=CR ?D OCÄ>C•](#)

Rating: — · first AC: 2019-06-02 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1600.

100168R

[Aô@Cj= C 4C´5Cd=CäAD\\$ L D\\$>Dt:C, >D\\$@CT7C= C](#)

Rating: — · first AC: 2019-06-02 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1601.

100168Q

[Aô@Cj= C 4C´5Cd=CäAD\\$ L D\\$>Dt:C, ;D4GD0](#)

Rating: — · first AC: 2019-06-02 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1602.

100168P

[Aô@Cj= C 4C´5Cd=CäAD\\$ L D\\$>Dt:C, ?D OCÄ>C•](#)

Rating: — · first AC: 2019-06-02 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1603.

100168O

[AôDd0C´;CT;DÄ=C O Cô@Dô<C O](#)

Rating: — · first AC: 2019-06-02 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1604.

100168N

[B4@C2âd5CÔ8CR ?D OCÄ>C' ”•](#)

Rating: — · first AC: 2019-06-02 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1605.

100168M

[B4@C2âd5CÔ8CR ?D OCÄ>C' •](#)

Rating: — · first AC: 2019-06-02 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1606.

100168L

[Aô@Cj= C 2CT:D\\$>D 0](#)

Rating: — · first AC: 2019-06-02 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1607.

100168K

[Aô5Dô5B 5Dt5CÔ8CR 4C\\$CDR ?D OCÄKDP](#)

Rating: — · first AC: 2019-06-02 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1608.

100168J

[B 0DAD\\$>Dô=C,,5 CÄ5Cd4D2 >D\\$@CT7C=0CÄ8](#)

Rating: — · first AC: 2019-06-02 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1609.

100168I

[B 0DAD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ >D\\$@CT7C=0](#)

Rating: — · first AC: 2019-06-02 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1610.

100168H

[B 0D A D\\$>Dô=C,,5 CăB D\\$>Dt:C, 4Câ ;D4GC](#)

Rating: — · first AC: 2019-06-02 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1611.

100168G

[B 0D A D\\$>Dô=C,,5 CăB D\\$>Dt:C, 4Câ ?D OCĂ>C'](#)

Rating: — · first AC: 2019-06-02 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1612.

100168F

[B 0D A D\\$>Dô=C,,5 CăB D\\$>Dt:C, 4Câ ?D OCĂ>C•](#)

Rating: — · first AC: 2019-06-02 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1613.

100168E

[A 8D A C T:D\\$@C,,AC](#)

Rating: — · first AC: 2019-06-02 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1614.

100168D

[A 0Că 0 4DÂ BD 5D43Că;DĂ=C,,:C](#)

Rating: — · first AC: 2019-06-02 · last AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1615.

100168C

[A 0Că 0 4DÂ <CÔ>C4>D43Că;DĂ=C,,:C](#)

Rating: — · first AC: 2019-06-02 · last AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1616.

100168B

[B 43Că 0 CĂ5Cd4D2 2CT:D\\$>D 0CĂ8](#)

Rating: — · first AC: 2019-06-02 · last AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1617.

100168A

[A 0Că 0 0D =D´9 D43Că; D\\$>Dt:C€](#)

Rating: — · first AC: 2019-06-02 · last AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1618.

102133A

[Tree Orientation](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1619.

102133F

[Financial Reports](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1620.

102133G

[Moore's Law](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · Python 3 (first AC) · Tags: —

[74TrAkToR's solution](#)

1621.

102133C

[Auction](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)**1622.**

102133B

[A Masterpiece](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)**1623.**

102133I

[Number builder](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[74TrAkToR's solution](#)**1624.**

100100D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)**1625.**

101790G

[Task distributor](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)**1626.**

101790J

[Distress signal](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)**1627.**

101790I

[Key brute forcing](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)**1628.**

101790C

[Keys assignment](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)**1629.**

101790A

[Pizza Universe](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)**1630.**

101790K

[Forbidden messenger](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)**1631.**

100100C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-16 · last AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1632.

100100A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1633.

102373D

[Good Subset](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1634.

102373H

[Escape from the Abandoned House](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1635.

102373C

[Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1636.

102373G

[A0=0,FD°](#)

Rating: — · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1637.

102373B

[Wooden Castle](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1638.

102373I

[At2DwC 2 C0>CD2C ;CP](#)

Rating: — · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1639.

102373A

[Aa=0a](#)

Rating: — · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1640.

102373F

[Aa=0a](#)

Rating: — · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1641.

102137H

[Aa=0a](#)

Rating: — · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1642.

102137D

[AD>00Câ ?Câ6C ;Câ2C BDÂ 2 A B4 B](#)

Rating: — · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1643.

100131S

[A; A00aC\\$0 D CCÄ<C](#)

Rating: — · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1644.

102128A

[Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1645.

100131T

[A1U0A5CÐ](#)

Rating: — · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1646.

100131K

[A15040-C,,=C\\$5D AC,,8](#)

Rating: — · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1647.

100131N

[BS>Dri0, ACäGC´5CÔ5CÔ8Dă](#)

Rating: — · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1648.

100131O

[A00CäAD\\$0Dò 7C 4C GC](#)

Rating: — · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1649.

100131F

[Aô5D-5D 5Dt5CÔ8CR 4C\\$CDR >D\\$@CT7C¤>C](#)

Rating: — · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1650.

100131C

[ASK0ôGC¤;C O Că1Că;CăGC¤0](#)

Rating: — · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1651.

100131B

[A¤¤CÔMCT=D 0Dd8Dò 3D 0DD0](#)

Rating: — · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1652.

100131A

[AA¤D18D°](#)

Rating: — · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1653.

100133G

[B10ă2C @DÀ](#)

Rating: — · first AC: 2019-08-05 · last AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1654.

100133N

[AöPcBô1Cä@](#)

Rating: — · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1655.

100133J

[AäUDr0Dò ?Cä4D BD >C¬0](#)

Rating: — · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1656.

100133M

[B5DD@CT=](#)

Rating: — · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1657.

100133L

[Aö0018CÔ4D >CÄK](#)

Rating: — · first AC: 2019-06-06 · last AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1658.

100133K

[Aö50qAC¢ =C 1Cä@C >C @C 7Dd>C](#)

Rating: — · first AC: 2019-06-06 · last AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1659.

100133I

[AöPcBôAD\\$@Cä:C€](#)

Rating: — · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1660.

100133H

[B08C¬C„GCTAC¬8CR ACD2C„3C€](#)

Rating: — · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1661.

100133F

[LCP CDTD¬AD4DDD8C¬ACÔ>C4> CÄ0D AC„2C](#)

Rating: — · first AC: 2019-06-05 · last AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1662.

100133E

[B08C¬C„GCTAC¬8CR AD4DDD8C¬AD°](#)

Rating: — · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1663.

100133D

[AäACÔ¬C\\$0CÔ8CR AD\\$@Cä:C€](#)

Rating: — · first AC: 2019-06-04 · last AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1664.

100133C

[B @0r2CÔ5CÔ8Dò ?Cä4D BD >C](#)

Rating: — · first AC: 2019-06-04 · last AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1665.

100133B

[B 0000,GCÔKCR ?Cä4D BD >C¤8](#)

Rating: — · first AC: 2019-06-04 · last AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1666.

101390F2

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1667.

101390A2

[Ardrobe](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1668.

101390F1

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1669.

101390E2

[Earl is graph](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1670.

101390E1

[Earl is graph](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1671.

101390D2

[Disinsection](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1672.

101390D1

[Disinsection](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1673.

101390C2

[Cardholder](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1674.

101390C1

[Cardholder](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1675.

101390B2

[Beaver rally](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1676.

101390B1

[Beaver rally](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1677.

101390A1

[Ardrobe](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1678.

101917H

[Diego and drinks](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1679.

101917B

[Three Couse Meal](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1680.

101917D

[Freddy and minifier](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1681.

101917A

[Giga-Kilo-Gigabyte](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1682.

101917F

[Minimum Played Times](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1683.

101917C

[Basic Encryption](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1684.

101917G

[A+B+C](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1685.

102163A

[Hasan the lazy judge](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · last AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1686.

102163B

[Let me sleep](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1687.

102163G

[Ali and the Breakfast](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1688.

100123E

[Aö»000D >C€ DôBC GC≈C](#)

Rating: — · first AC: 2019-06-01 · last AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1689.

100123G

[B„001BCT@D°](#)

Rating: — · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1690.

100123H

[B ECT≈D² @C„DCÄ>C\\$:C€](#)

Rating: — · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1691.

100123I

[A00010D\\$:C](#)

Rating: — · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1692.

102163M

[NCD Salary](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1693.

102163E

[Adnan and the Burned drivers](#) · [Tutorial](#)

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1697.

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1698.

102163L

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1699.

102163F

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1700.

102163D

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1701.

100246B

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1702.

100246D

[At000@CäAD²=C >D\\$@CT7Cα5](#)

Rating: — · first AC: 2019-05-29 · last AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1703.

100246C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1704.

100246A

[A](#) · [Tutorial](#)

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1705.

100255B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-28 · last AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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1706.

100099B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1707.

100094E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1708.

100094C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1709.

100094B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1710.

100094A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1711.

100126C

[A](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1712.

100126A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1713.

102168K

[A](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1714.

102168E

[A](#) · [Tutorial](#)

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[74TrAkToR's solution](#)

1715.

102168G

[A](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1716.

102168F

[B](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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1717.

102168I

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[74TrAkToR's solution](#)

1718.

102168C

[B](#) · [Tutorial](#)

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[74TrAkToR's solution](#)

1719.

102168M

[A](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1720.

102168L

[A05D15C\\$>D >D\\$K](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1721.

102168J

[A,3D0i0 ?CT@CTAD\\$0CÔ>C\\$:Cä9](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1722.

102168H

[B 0D0D\\$>C\\$AC=0Dò 4C,,;CT<CÄ0](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1723.

102168D

[A 50r>QD=Cä3Câ AC,,<C\\$>C´0](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1724.

102168B

[B440\\$>CT=C,,O](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1725.

102168A

[B @0T4CÔ5CR 0D 8DD<CTBC,,GCTAC= >CP](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1726.

100145E

[AD50f3D\\$5C´8](#)

Rating: — · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1727.

100145A

[A0>C000A,C, : 8 CÄ0D BC](#)

Rating: — · first AC: 2019-05-13 · Python 3 (first AC) · Tags: —

[74TrAkToR's solution](#)

1728.

100099C

[D · Tutorial](#)

Rating: — · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1729.

100099A

[A · Tutorial](#)

Rating: — · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1730.

100099D

[D · Tutorial](#)

Rating: — · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1731.

100099E

[E · Tutorial](#)

Rating: — · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1732.

100235C

[C · Tutorial](#)

Rating: — · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1733.

100235F

[F · Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1734.

100235D

[D · Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1735.

100235E

[E · Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1736.

100235B

[B · Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1737.

100235A

[A · Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1738.

100119E

[E · Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1739.

100119C

[C · Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1740.

100119D

[D · Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1741.

100119B

[B · Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[74TrAkToR's solution](#)

1742.

100119A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1743.

102154B

[Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1744.

100041C

[BÖYCT1d\\$@Cä=CÖKCR GC AD°](#)

Rating: — · first AC: 2018-11-26 · Python 3 (first AC) · Tags: —

[74TrAkToR's solution](#)

1745.

100041F

[Bô1C0xQ> CăB Dô1C'>CÔ8](#)

Rating: — · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1746.

100041G

[A→CÔBD >C'LCÔKC' 1C'>C](#)

Rating: — · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1747.

100041H

[A5C0ial](#)

Rating: — · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1748.

100034E

[B 8CÄ2C BC,,GCÖKCR Cct>D K](#)

Rating: — · first AC: 2018-11-13 · last AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1749.

100034D

[AD8D\\$AC=8C' ?D 0Ct4CÔ8C](#)

Rating: — · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1750.

100034B

[AÄ0D AC,,0CÔAC=8CR DC :D\\$>D 8C ;D°](#)

Rating: — · first AC: 2018-11-13 · Python 3 (first AC) · Tags: —

[74TrAkToR's solution](#)

1751.

100034A

[B 5CD8C=BCä@](#)

Rating: — · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1752.

100034G

[AS\\$C0HCT1CÔ0Dò ?CäAC'5CD>C\\$0D\\$5C'LCÔ>D BDÀ](#)

Rating: — · first AC: 2018-11-13 · Python 3 (first AC) · Tags: —

[74TrAkToR's solution](#)

1753.

101942B

[B7D5C\\$=Cä2C =C„O](#)

Rating: — · first AC: 2018-10-17 · GNU C++11 (first AC) · Tags: —

[74TrAkToR's solution](#)

1754.

101942H

[A00CäD 0CÄ<C ?CT@CT4C G](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1755.

101942K

[B7Cä@D\\$8C\\$=C O DD>D <C](#)

Rating: — · first AC: 2018-10-17 · Python 3 (first AC) · Tags: —

[74TrAkToR's solution](#)

1756.

101942J

[B„0DTäC BCÖKC' AC'>CÐ](#)

Rating: — · first AC: 2018-10-17 · Python 3 (first AC) · Tags: —

[74TrAkToR's solution](#)

1757.

101942A

[B4D0CÄKC' 2CT@C ;Dä4](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1758.

101942I

[A7CÄD\\$5D 8Ct0Dd8Dö](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1759.

100637F

[The Pool for Lucky Ones](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-03 · Python 3 (first AC) · Tags: —

[74TrAkToR's solution](#)

1760.

100637G

[#TheDress](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-03 · Python 3 (first AC) · Tags: —

[74TrAkToR's solution](#)

1761.

100694M

[The Fifth Season](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-26 · Python 3 (first AC) · Tags: —

[74TrAkToR's solution](#)

1762.

100694E

[SuperHyperMarket](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1763.

100694H

[Noisy Lecture](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-26 · Python 3 (first AC) · Tags: —

[74TrAkToR's solution](#)

100694G

Rating: — · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —
74TrAkToR's solution

101789B

Rating: — · first AC: 2018-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —
74TrAkToR's solution

101789H

Rating: — · first AC: 2018-09-19 · Python 3 (first AC) · Tags: —
74TrAkToR's solution

101789A

Rating: — · first AC: 2018-05-16 · last AC: 2018-09-19 · Python 3 (first AC) · Tags: —
[74TrAkToR's solution](#)

101641H

Rating: — · first AC: 2018-09-12 · Python 3 (first AC) · Tags: —
74TrAkToR's solution

101641K

Rating: — · first AC: 2018-09-12 · Python 3 (first AC) · Tags: —
74TrAkToR's solution

101641I

Rating: — · first AC: 2018-09-12 · Python 3 (first AC) · Tags: —
74TrAkToR's solution

101641B

Rating: — · first AC: 2018-09-12 · Python 3 (first AC) · Tags: —
74TrAkToR's solution

101641F

Rating: — · first AC: 2018-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —
74TrAkToR's solution

101641L

Rating: — · first AC: 2018-09-12 · Python 3 (first AC) · Tags: —
74TrAkToR's solution

101641J

Rating: — · first AC: 2018-09-12 · Python 3 (first AC) · Tags: —
74TrAkToR's solution

1775.

101641A

[At00ô@CäAD² > D\\$>Cd4CTAD\\$2CT=CÔ>D BC€](#)

Rating: — · first AC: 2018-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[74TrAkToR's solution](#)

1776.

101784D

[B 0000CÄ0D BCT@C](#)

Rating: — · first AC: 2018-08-24 · Python 3 (first AC) · Tags: —

[74TrAkToR's solution](#)

1777.

101784B

[Bt5DSKd 5 D ?C,,GC#8](#)

Rating: — · first AC: 2018-08-24 · Python 3 (first AC) · Tags: —

[74TrAkToR's solution](#)

1778.

101788A

[B 00010,,5CÔ8CR <C AD 8C\\$0](#)

Rating: — · first AC: 2018-05-17 · Python 3 (first AC) · Tags: —

[74TrAkToR's solution](#)