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Unique solved — AC-Automation

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

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

Filters: none

Count: 637

- 1.**
2204B
[Right Maximum](#) · [Tutorial](#)
Quality: 19,543 global accepts · Rating: 800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[AC-Automation's solution](#)
- 2.**
2204A
[Passing the Ball](#) · [Tutorial](#)
Quality: 21,746 global accepts · Rating: 800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[AC-Automation's solution](#)
- 3.**
2120A
[Square of Rectangles](#) · [Tutorial](#)
Quality: 20,326 global accepts · Rating: 800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
[AC-Automation's solution](#)
- 4.**
1945A
[Setting up Camp](#) · [Tutorial](#)
Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[AC-Automation's solution](#)
- 5.**
1916A
[2023](#) · [Tutorial](#)
Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory
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- 6.**
1919B
[Plus-Minus Split](#) · [Tutorial](#)
Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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- 7.**
1919A
[Wallet Exchange](#) · [Tutorial](#)
Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: games, math
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- 8.**
1851A
[Escalator Conversations](#) · [Tutorial](#)
Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
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- 9.**
1438A
[Specific Tastes of Andre](#) · [Tutorial](#)
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10.

386A

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Quality: 7,735 global accepts · Rating: 800 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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11.

1806A

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Quality: 43,462 global accepts · Rating: 800 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math
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12.

1776A

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Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[AC-Automation's solution](#)

13.

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math
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14.

1773F

[Football](#) · [Tutorial](#)

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[AC-Automation's solution](#)

15.

1765B

[Broken Keyboard](#) · [Tutorial](#)

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16.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
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17.

1738A

[Glory Addicts](#) · [Tutorial](#)

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18.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-02 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
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19.

1699A

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Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-06 · last AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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20.

1688B

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Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

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21.

1688A

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Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

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22.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,642 global accepts · Rating: 800 · first AC: 2021-10-10 · last AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[AC-Automation's solution](#)

23.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

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24.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

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[AC-Automation's solution](#)

25.

1515A

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Quality: 21,124 global accepts · Rating: 800 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

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26.

1511A

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Quality: 28,826 global accepts · Rating: 800 · first AC: 2021-04-22 · GNU C++11 (first AC) · Tags: greedy

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27.

1492A

[Three swimmers](#) · [Tutorial](#)

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28.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: greedy, strings

[AC-Automation's solution](#)

29.

1451A

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

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30.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: implementation

[AC-Automation's solution](#)

31.

1391B

[Fix You](#) · [Tutorial](#)

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32.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,063 global accepts · Rating: 800 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math

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33.

1385B

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

Quality: 39,582 global accepts · Rating: 800 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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34.

1385A

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

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35.

1360B

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Quality: 53,723 global accepts · Rating: 800 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: greedy, sortings

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36.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,095 global accepts · Rating: 800 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: greedy, math

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37.

1304A

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38.

1296A

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39.

1269A

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Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: brute force, math

[AC-Automation's solution](#)

40.

1200A

[Hotelier](#) · [Tutorial](#)

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

[AC-Automation's solution](#)

41.

1196A

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

Quality: 29,128 global accepts · Rating: 800 · first AC: 2019-07-24 · last AC: 2019-07-25 · GNU C++11 (first AC) · Tags: brute force,

constructive algorithms, math

[AC-Automation's solution](#)

42.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

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

[AC-Automation's solution](#)

43.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AC-Automation's solution](#)

44.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2023-06-24 · last AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[AC-Automation's solution](#)

45.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-23 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[AC-Automation's solution](#)

46.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[AC-Automation's solution](#)

47.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-06 · last AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[AC-Automation's solution](#)

48.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,168 global accepts · Rating: 900 · first AC: 2022-05-14 · last AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[AC-Automation's solution](#)

49.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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50.

1559A

[Mocha and Math](#) · [Tutorial](#)

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[AC-Automation's solution](#)

51.

1543B

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

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[AC-Automation's solution](#)

52.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,951 global accepts · Rating: 900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[AC-Automation's solution](#)

53.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[AC-Automation's solution](#)

54.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · last AC: 2020-11-30 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, strings

[AC-Automation's solution](#)

55.

1313A

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

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[AC-Automation's solution](#)

56.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · last AC: 2020-02-07 · GNU C++11 (first AC) · Tags: math

[AC-Automation's solution](#)

57.

1291A

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

Quality: 20,684 global accepts · Rating: 900 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: greedy, math, strings

[AC-Automation's solution](#)

58.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · last AC: 2019-07-23 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[AC-Automation's solution](#)

59.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-06-24 · GNU C++11 (first AC) · Tags: implementation

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60.

2204C

[Spring](#) · [Tutorial](#)

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61.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[AC-Automation's solution](#)

62.

1916B

[Two Divisors](#) · [Tutorial](#)

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63.

1782B

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

Quality: 1000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[AC-Automation's solution](#)

64.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,887 global accepts · Rating: 1000 · first AC: 2022-11-27 · last AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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65.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-27 · last AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[AC-Automation's solution](#)

66.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-10-23 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[AC-Automation's solution](#)

67.

389A

[Fox and Number Game](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1000 · first AC: 2020-10-29 · last AC: 2022-07-28 · GNU C++11 (first AC) · Tags: greedy, math

[AC-Automation's solution](#)

68.

1051B

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

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2020-10-29 · last AC: 2022-07-28 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[AC-Automation's solution](#)

69.

1598B

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70.

1515B

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

Quality: 27,067 global accepts · Rating: 1000 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

[AC-Automation's solution](#)

71.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,830 global accepts · Rating: 1000 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: implementation, strings

[AC-Automation's solution](#)

72.

1203A

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

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[AC-Automation's solution](#)

73.

1199B

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Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-07-30 · last AC: 2019-08-03 · GNU C++11 (first AC) · Tags: geometry, math
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74.

1199A

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Quality: 16,296 global accepts · Rating: 1000 · first AC: 2019-07-30 · last AC: 2019-08-03 · GNU C++11 (first AC) · Tags: implementation
[AC-Automation's solution](#)

75.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · last AC: 2019-07-23 · GNU C++11 (first AC) · Tags: greedy, implementation
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76.

1511C

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Quality: 32,810 global accepts · Rating: 1100 · first AC: 2021-04-22 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees
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77.

1511B

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[AC-Automation's solution](#)

78.

1492B

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79.

1481B

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Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
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80.

1360C

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81.

1304B

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

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[AC-Automation's solution](#)

82.

1202A

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

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: bitmasks, greedy
[AC-Automation's solution](#)

83.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
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84.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy
[AC-Automation's solution](#)

85.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,303 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers
[AC-Automation's solution](#)

86.

1945C

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Quality: 17,395 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force
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87.

1916C

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Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
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88.

1738B

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

Quality: 18,793 global accepts · Rating: 1200 · first AC: 2022-10-01 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[AC-Automation's solution](#)

89.

1015B

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

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[AC-Automation's solution](#)

90.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: math
[AC-Automation's solution](#)

91.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,431 global accepts · Rating: 1200 · first AC: 2022-05-14 · last AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[AC-Automation's solution](#)

92.

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · last AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers
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93.

1311B

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[AC-Automation's solution](#)

94.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[AC-Automation's solution](#)

95.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AC-Automation's solution](#)

96.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2020-02-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy

[AC-Automation's solution](#)

97.

1203B

[Equal Rectangles](#) · [Tutorial](#)

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

[AC-Automation's solution](#)

98.

1200B

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Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: dp, greedy

[AC-Automation's solution](#)

99.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-24 · last AC: 2019-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[AC-Automation's solution](#)

100.

854B

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

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[AC-Automation's solution](#)

101.

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,869 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[AC-Automation's solution](#)

102.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AC-Automation's solution](#)

103.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[AC-Automation's solution](#)

104.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · last AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[AC-Automation's solution](#)

105.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · last AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[AC-Automation's solution](#)

106.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[AC-Automation's solution](#)

107.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[AC-Automation's solution](#)

108.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 1300 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[AC-Automation's solution](#)

109.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2022-10-23 · last AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[AC-Automation's solution](#)

110.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[AC-Automation's solution](#)

111.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[AC-Automation's solution](#)

112.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,343 global accepts · Rating: 1300 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, two pointers

[AC-Automation's solution](#)

113.

982B

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

Quality: 8,948 global accepts · Rating: 1300 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[AC-Automation's solution](#)

114.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, shortest paths

[AC-Automation's solution](#)

115.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,999 global accepts · Rating: 1300 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: math, number theory

[AC-Automation's solution](#)

116.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: greedy, implementation

[AC-Automation's solution](#)

117.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: data structures, implementation

[AC-Automation's solution](#)

118.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,920 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[AC-Automation's solution](#)

119.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1400 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[AC-Automation's solution](#)

120.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[AC-Automation's solution](#)

121.

1919C

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

Quality: 28,580 global accepts · Rating: 1400 · first AC: 2024-01-06 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[AC-Automation's solution](#)

122.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[AC-Automation's solution](#)

123.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,971 global accepts · Rating: 1400 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[AC-Automation's solution](#)

124.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · last AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[AC-Automation's solution](#)

125.

413C

[Jeopardy!](#) · [Tutorial](#)

Quality: 2,676 global accepts · Rating: 1400 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[AC-Automation's solution](#)

126.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,446 global accepts · Rating: 1400 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[AC-Automation's solution](#)

127.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[AC-Automation's solution](#)

128.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1400 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[AC-Automation's solution](#)

129.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[AC-Automation's solution](#)

130.

888C

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

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[AC-Automation's solution](#)

131.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-07 · last AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[AC-Automation's solution](#)

132.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · last AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[AC-Automation's solution](#)

133.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[AC-Automation's solution](#)

134.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy
[AC-Automation's solution](#)

135.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: graphs, greedy
[AC-Automation's solution](#)

136.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-06-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation
[AC-Automation's solution](#)

137.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy
[AC-Automation's solution](#)

138.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,294 global accepts · Rating: 1400 · first AC: 2020-11-21 · last AC: 2020-11-30 · GNU C++11 (first AC) · Tags: dp, greedy, hashing, implementation, strings
[AC-Automation's solution](#)

139.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: data structures, implementation
[AC-Automation's solution](#)

140.

710B

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

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: brute force, sortings
[AC-Automation's solution](#)

141.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: implementation, math
[AC-Automation's solution](#)

142.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,060 global accepts · Rating: 1400 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[AC-Automation's solution](#)

143.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: math, number theory
[AC-Automation's solution](#)

144.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-22 · last AC: 2019-07-23 · GNU C++11 (first AC) · Tags: greedy, sortings
[AC-Automation's solution](#)

145.

1156A

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

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: geometry
[AC-Automation's solution](#)

146.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · last AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
[AC-Automation's solution](#)

147.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · last AC: 2023-10-26 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy
[AC-Automation's solution](#)

148.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · last AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy
[AC-Automation's solution](#)

149.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-02-19 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[AC-Automation's solution](#)

150.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings
[AC-Automation's solution](#)

151.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,869 global accepts · Rating: 1500 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[AC-Automation's solution](#)

152.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · last AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[AC-Automation's solution](#)

153.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · last AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[AC-Automation's solution](#)

154.

1732D1

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

Quality: 9,902 global accepts · Rating: 1500 · first AC: 2022-10-23 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[AC-Automation's solution](#)

155.

1753A2

[Make Nonzero Sum \(hard version\) · Tutorial](#)

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2022-10-23 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[AC-Automation's solution](#)

156.

91B

[Queue · Tutorial](#)

Quality: 7,737 global accepts · Rating: 1500 · first AC: 2020-02-13 · last AC: 2022-10-20 · GNU C++11 (first AC) · Tags: binary search, data structures

[AC-Automation's solution](#)

157.

441C

[Valera and Tubes · Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[AC-Automation's solution](#)

158.

743C

[Vladik and fractions · Tutorial](#)

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[AC-Automation's solution](#)

159.

1738C

[Even Number Addicts · Tutorial](#)

Quality: 12,775 global accepts · Rating: 1500 · first AC: 2022-10-01 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[AC-Automation's solution](#)

160.

976C

[Nested Segments · Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[AC-Automation's solution](#)

161.

1106D

[Lunar New Year and a Wander · Tutorial](#)

Quality: 19,657 global accepts · Rating: 1500 · first AC: 2022-07-18 · last AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[AC-Automation's solution](#)

162.

293A

[Weird Game · Tutorial](#)

Quality: 3,197 global accepts · Rating: 1500 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[AC-Automation's solution](#)

163.

356A

[Knight Tournament · Tutorial](#)

Quality: 16,789 global accepts · Rating: 1500 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: data structures, dsu

[AC-Automation's solution](#)

164.

527C

[Glass Carving · Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: binary search, data structures,

implementation

[AC-Automation's solution](#)

165.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[AC-Automation's solution](#)

166.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,496 global accepts · Rating: 1500 · first AC: 2021-02-23 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[AC-Automation's solution](#)

167.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2021-02-14 · GNU C++11 (first AC) · Tags: brute force, implementation

[AC-Automation's solution](#)

168.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[AC-Automation's solution](#)

169.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math

[AC-Automation's solution](#)

170.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[AC-Automation's solution](#)

171.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[AC-Automation's solution](#)

172.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[AC-Automation's solution](#)

173.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-04-01 · last AC: 2020-04-03 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[AC-Automation's solution](#)

174.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · last AC: 2020-02-16 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[AC-Automation's solution](#)

175.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2020-02-08 · GNU C++11 (first AC) · Tags: dp, implementation

[AC-Automation's solution](#)

176.

1296C

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

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-04 · last AC: 2020-02-07 · GNU C++11 (first AC) · Tags: data structures, implementation

[AC-Automation's solution](#)

177.

1296D

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

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[AC-Automation's solution](#)

178.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: brute force, sortings

[AC-Automation's solution](#)

179.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[AC-Automation's solution](#)

180.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-24 · last AC: 2019-07-25 · GNU C++11 (first AC) · Tags: implementation

[AC-Automation's solution](#)

181.

1196D1

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

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: implementation

[AC-Automation's solution](#)

182.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,651 global accepts · Rating: 1600 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[AC-Automation's solution](#)

183.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[AC-Automation's solution](#)

184.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[AC-Automation's solution](#)

185.

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-23 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[AC-Automation's solution](#)

186.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation

[AC-Automation's solution](#)

187.

873C

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

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[AC-Automation's solution](#)

188.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2020-11-26 · last AC: 2022-07-26 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[AC-Automation's solution](#)

189.

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[AC-Automation's solution](#)

190.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-09 · last AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[AC-Automation's solution](#)

191.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[AC-Automation's solution](#)

192.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[AC-Automation's solution](#)

193.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[AC-Automation's solution](#)

194.

1352G

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

Quality: 24,800 global accepts · Rating: 1600 · first AC: 2020-05-21 · GNU C++11 (first AC) · Tags: constructive algorithms

[AC-Automation's solution](#)

195.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, two pointers

[AC-Automation's solution](#)

196.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-08-03 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings

[AC-Automation's solution](#)

197.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-08-03 · GNU C++11 (first AC) · Tags: sortings, two pointers

[AC-Automation's solution](#)

198.

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: two pointers

[AC-Automation's solution](#)

199.

1196D2

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

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers

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200.

1945E

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Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

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201.

1936A

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Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

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202.

1916D

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203.

1889B

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204.

1516C

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205.

1835A

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206.

632C

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207.

1776F

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208.

1765D

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209.

1684D

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210.

1735D

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219D

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212.

281B

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Quality: 3,413 global accepts · Rating: 1700 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers
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213.

1051D

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Quality: 8,161 global accepts · Rating: 1700 · first AC: 2020-11-24 · last AC: 2022-07-23 · GNU C++11 (first AC) · Tags: bitmasks, dp
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214.

1176E

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215.

1093D

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216.

1699C

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217.

1688E

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218.

1688C

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219.

1677B

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1670D

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221.

1027D

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222.

977F

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223.

1598D

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224.

1132C

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225.

484A

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Quality: 13,398 global accepts · Rating: 1700 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

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226.

1543D1

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227.

518D

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Quality: 8,169 global accepts · Rating: 1700 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[AC-Automation's solution](#)

228.

427C

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Quality: 16,903 global accepts · Rating: 1700 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, two pointers

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229.

1467B

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[AC-Automation's solution](#)

230.

1451D

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231.

1332D

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Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-04-11 · last AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[AC-Automation's solution](#)

232.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-03-16 · GNU C++11 (first AC) · Tags: binary search, combinatorics, greedy, math, strings

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233.

486C

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Quality: 12,371 global accepts · Rating: 1700 · first AC: 2020-02-28 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

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234.

474D

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[AC-Automation's solution](#)

235.

466C

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Quality: 41,889 global accepts · Rating: 1700 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[AC-Automation's solution](#)

236.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,783 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

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237.

2187B

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Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

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238.

2139E1

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239.

2120D

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240.

1782D

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241.

706D

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242.

1732C1

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Quality: 7,574 global accepts · Rating: 1800 · first AC: 2022-10-23 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

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243.

1728D

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244.

1491D

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245.

1156B

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246.

846C

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247.

580D

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248.

1152C

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249.

1081D

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250.

1296E1

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Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-04 · last AC: 2022-02-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

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251.

1304D

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252.

675D

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[AC-Automation's solution](#)

253.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[AC-Automation's solution](#)

254.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

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255.

1254B1

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Quality: 5,006 global accepts · Rating: 1800 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

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256.

1548B

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257.

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: binary search, data structures, math, two pointers

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258.

1076D

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Quality: 5,914 global accepts · Rating: 1800 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

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259.

913D

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260.

1286A

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261.

1517D

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262.

161D

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263.

939E

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Quality: 3,538 global accepts · Rating: 1800 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search, two pointers

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264.

2190B2

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265.

2174B

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1945F

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267.

1918D

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268.

1313C2

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269.

1823D

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Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings

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270.

1817B

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271.

1797D

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272.

1819B

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Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[AC-Automation's solution](#)

273.

1794D

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Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

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274.

1184E1

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275.

1773A

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276.

1773K

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277.

476D

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

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278.

1738D

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279.

1475G

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Quality: 7,819 global accepts · Rating: 1900 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, sortings

[AC-Automation's solution](#)

280.

1114D

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Quality: 7,978 global accepts · Rating: 1900 · first AC: 2020-07-23 · last AC: 2022-09-20 · GNU C++11 (first AC) · Tags: dp

[AC-Automation's solution](#)

281.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory, strings

[AC-Automation's solution](#)

282.

909E

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Quality: 2,462 global accepts · Rating: 1900 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

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283.

292E

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Quality: 4,883 global accepts · Rating: 1900 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AC-Automation's solution](#)

284.

961E

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Quality: 4,234 global accepts · Rating: 1900 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AC-Automation's solution](#)

285.

472D

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

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trees

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286.

1677C

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Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-09 · last AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[AC-Automation's solution](#)

287.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · last AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[AC-Automation's solution](#)

288.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1900 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

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289.

711D

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Quality: 4,971 global accepts · Rating: 1900 · first AC: 2021-03-14 · last AC: 2021-12-16 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[AC-Automation's solution](#)

290.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2020-12-29 · last AC: 2021-12-12 · GNU C++11 (first AC) · Tags: bitmasks, trees

[AC-Automation's solution](#)

291.

739B

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Quality: 5,120 global accepts · Rating: 1900 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[AC-Automation's solution](#)

292.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[AC-Automation's solution](#)

293.

1183H

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

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[AC-Automation's solution](#)

294.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: dp, implementation

[AC-Automation's solution](#)

295.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: bitmasks, constructive

algorithms, greedy, math

[AC-Automation's solution](#)

296.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[AC-Automation's solution](#)

297.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[AC-Automation's solution](#)

298.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: dp

[AC-Automation's solution](#)

299.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,172 global accepts · Rating: 1900 · first AC: 2020-07-10 · GNU C++11 (first AC) · Tags: binary search, data structures

[AC-Automation's solution](#)

300.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[AC-Automation's solution](#)

301.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2020-03-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[AC-Automation's solution](#)

302.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[AC-Automation's solution](#)

303.

2139E2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, trees

[AC-Automation's solution](#)

304.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,890 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[AC-Automation's solution](#)

305.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · last AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[AC-Automation's solution](#)

306.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[AC-Automation's solution](#)

307.

340E

[lahub and Permutations](#) · [Tutorial](#)

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[AC-Automation's solution](#)

308.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[AC-Automation's solution](#)

309.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[AC-Automation's solution](#)

310.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[AC-Automation's solution](#)

311.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2020-10-18 · last AC: 2022-10-20 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[AC-Automation's solution](#)

312.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[AC-Automation's solution](#)

313.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[AC-Automation's solution](#)

314.

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: graphs, sortings

[AC-Automation's solution](#)

315.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[AC-Automation's solution](#)

316.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[AC-Automation's solution](#)

317.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[AC-Automation's solution](#)

318.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 2000 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[AC-Automation's solution](#)

319.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[AC-Automation's solution](#)

320.

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[AC-Automation's solution](#)

321.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[AC-Automation's solution](#)

322.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[AC-Automation's solution](#)

323.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[AC-Automation's solution](#)

324.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[AC-Automation's solution](#)

325.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[AC-Automation's solution](#)

326.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[AC-Automation's solution](#)

327.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2021-06-15 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[AC-Automation's solution](#)

328.

1451E1

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

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2020-11-21 · last AC: 2020-11-30 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[AC-Automation's solution](#)

329.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[AC-Automation's solution](#)

330.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[AC-Automation's solution](#)

331.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: brute force, math

[AC-Automation's solution](#)

332.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[AC-Automation's solution](#)

333.

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[AC-Automation's solution](#)

334.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 2100 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[AC-Automation's solution](#)

335.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · last AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

[AC-Automation's solution](#)

336.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[AC-Automation's solution](#)

337.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-07-06 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[AC-Automation's solution](#)

338.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-03 · last AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings

[AC-Automation's solution](#)

339.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2023-05-31 · last AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[AC-Automation's solution](#)

340.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[AC-Automation's solution](#)

341.

1776G

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

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[AC-Automation's solution](#)

342.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[AC-Automation's solution](#)

343.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 2100 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[AC-Automation's solution](#)

344.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[AC-Automation's solution](#)

345.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[AC-Automation's solution](#)

346.

847F

[Berland Elections](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[AC-Automation's solution](#)

347.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2100 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[AC-Automation's solution](#)

348.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,089 global accepts · Rating: 2100 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[AC-Automation's solution](#)

349.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[AC-Automation's solution](#)

350.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[AC-Automation's solution](#)

351.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[AC-Automation's solution](#)

352.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[AC-Automation's solution](#)

353.

703D

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

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AC-Automation's solution](#)

354.

920E

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

Quality: 7,749 global accepts · Rating: 2100 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[AC-Automation's solution](#)

355.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2020-09-24 · last AC: 2022-07-18 · GNU C++11 (first AC) · Tags: binary search, dsu, graphs, greedy

[AC-Automation's solution](#)

356.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[AC-Automation's solution](#)

357.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2020-12-29 · last AC: 2021-12-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[AC-Automation's solution](#)

358.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[AC-Automation's solution](#)

359.

609E

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

Quality: 10,271 global accepts · Rating: 2100 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[AC-Automation's solution](#)

360.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[AC-Automation's solution](#)

361.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[AC-Automation's solution](#)

362.

1255E2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[AC-Automation's solution](#)

363.

1511E

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

Quality: 2,897 global accepts · Rating: 2100 · first AC: 2021-04-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, greedy, math

[AC-Automation's solution](#)

364.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, data structures

[AC-Automation's solution](#)

365.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,108 global accepts · Rating: 2100 · first AC: 2020-10-08 · last AC: 2020-10-09 · GNU C++11 (first AC) · Tags: data structures, graphs

[AC-Automation's solution](#)

366.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,526 global accepts · Rating: 2100 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: dp, math

[AC-Automation's solution](#)

367.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[AC-Automation's solution](#)

368.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[AC-Automation's solution](#)

369.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-31 · last AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[AC-Automation's solution](#)

370.

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[AC-Automation's solution](#)

371.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: *special, math

[AC-Automation's solution](#)

372.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, string suffix structures

[AC-Automation's solution](#)

373.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-09-08 · last AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[AC-Automation's solution](#)

374.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[AC-Automation's solution](#)

375.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[AC-Automation's solution](#)

376.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2023-07-06 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[AC-Automation's solution](#)

377.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[AC-Automation's solution](#)

378.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,796 global accepts · Rating: 2200 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[AC-Automation's solution](#)

379.

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[AC-Automation's solution](#)

380.

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings, two pointers

[AC-Automation's solution](#)

381.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, trees

[AC-Automation's solution](#)

382.

1776B

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

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[AC-Automation's solution](#)

383.

617E

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

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AC-Automation's solution](#)

384.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · last AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[AC-Automation's solution](#)

385.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[AC-Automation's solution](#)

386.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[AC-Automation's solution](#)

387.

1520G

[To Go Or Not To Go? · Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[AC-Automation's solution](#)

388.

13C

[Sequence · Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[AC-Automation's solution](#)

389.

903E

[Swapping Characters · Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, strings

[AC-Automation's solution](#)

390.

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · last AC: 2022-07-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[AC-Automation's solution](#)

391.

1670E

[Hemose on the Tree · Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-07 · last AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[AC-Automation's solution](#)

392.

855E

[Salazar Slytherin's Locket · Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[AC-Automation's solution](#)

393.

628D

[Magic Numbers · Tutorial](#)

Quality: 8,281 global accepts · Rating: 2200 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AC-Automation's solution](#)

394.

833B

[The Bakery · Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[AC-Automation's solution](#)

395.

980E

[The Number Games · Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2020-11-26 · last AC: 2021-10-14 · GNU C++11 (first AC) · Tags: data structures, greedy, trees

[AC-Automation's solution](#)

396.

1485D

[Multiples and Power Differences · Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[AC-Automation's solution](#)

397.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, math

[AC-Automation's solution](#)

398.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[AC-Automation's solution](#)

399.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[AC-Automation's solution](#)

400.

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[AC-Automation's solution](#)

401.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, implementation

[AC-Automation's solution](#)

402.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[AC-Automation's solution](#)

403.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2300 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[AC-Automation's solution](#)

404.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[AC-Automation's solution](#)

405.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[AC-Automation's solution](#)

406.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[AC-Automation's solution](#)

407.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,859 global accepts · Rating: 2300 · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[AC-Automation's solution](#)

408.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, math, number theory

[AC-Automation's solution](#)

409.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AC-Automation's solution](#)

410.

316D1

[PE Lesson](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2300 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[AC-Automation's solution](#)

411.

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2300 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AC-Automation's solution](#)

412.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: flows

[AC-Automation's solution](#)

413.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[AC-Automation's solution](#)

414.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[AC-Automation's solution](#)

415.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[AC-Automation's solution](#)

416.

898F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, math

[AC-Automation's solution](#)

417.

713C

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

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[AC-Automation's solution](#)

418.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 2300 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[AC-Automation's solution](#)

419.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-09 · last AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[AC-Automation's solution](#)

420.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,323 global accepts · Rating: 2300 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[AC-Automation's solution](#)

421.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math

[AC-Automation's solution](#)

422.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[AC-Automation's solution](#)

423.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[AC-Automation's solution](#)

424.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[AC-Automation's solution](#)

425.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2020-12-23 · last AC: 2021-12-23 · GNU C++11 (first AC) · Tags: data structures

[AC-Automation's solution](#)

426.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2020-12-20 · last AC: 2021-12-23 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[AC-Automation's solution](#)

427.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2021-07-12 · last AC: 2021-10-14 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[AC-Automation's solution](#)

428.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[AC-Automation's solution](#)

429.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings
[AC-Automation's solution](#)

430.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 2300 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees
[AC-Automation's solution](#)

431.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,021 global accepts · Rating: 2300 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths
[AC-Automation's solution](#)

432.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-08-25 · last AC: 2026-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[AC-Automation's solution](#)

433.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[AC-Automation's solution](#)

434.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · last AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices
[AC-Automation's solution](#)

435.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees
[AC-Automation's solution](#)

436.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees
[AC-Automation's solution](#)

437.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[AC-Automation's solution](#)

438.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-23 · last AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[AC-Automation's solution](#)

439.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, probabilities

[AC-Automation's solution](#)

440.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[AC-Automation's solution](#)

441.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,433 global accepts · Rating: 2400 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[AC-Automation's solution](#)

442.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[AC-Automation's solution](#)

443.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-07-07 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[AC-Automation's solution](#)

444.

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[AC-Automation's solution](#)

445.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · last AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[AC-Automation's solution](#)

446.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[AC-Automation's solution](#)

447.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[AC-Automation's solution](#)

448.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[AC-Automation's solution](#)

449.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-24 · last AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[AC-Automation's solution](#)

450.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-03 · last AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[AC-Automation's solution](#)

451.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,519 global accepts · Rating: 2400 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[AC-Automation's solution](#)

452.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[AC-Automation's solution](#)

453.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2020-11-30 · last AC: 2022-07-26 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[AC-Automation's solution](#)

454.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[AC-Automation's solution](#)

455.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,018 global accepts · Rating: 2400 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[AC-Automation's solution](#)

456.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[AC-Automation's solution](#)

457.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[AC-Automation's solution](#)

458.

351C

[Jeff and Brackets](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2500 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[AC-Automation's solution](#)

459.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[AC-Automation's solution](#)

460.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[AC-Automation's solution](#)

461.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[AC-Automation's solution](#)

462.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[AC-Automation's solution](#)

463.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-31 · last AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[AC-Automation's solution](#)

464.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[AC-Automation's solution](#)

465.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[AC-Automation's solution](#)

466.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[AC-Automation's solution](#)

467.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[AC-Automation's solution](#)

468.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2023-10-26 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[AC-Automation's solution](#)

469.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[AC-Automation's solution](#)

470.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[AC-Automation's solution](#)

471.

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, graphs, trees

[AC-Automation's solution](#)

472.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[AC-Automation's solution](#)

473.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[AC-Automation's solution](#)

474.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[AC-Automation's solution](#)

475.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-07-07 · last AC: 2022-10-09 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[AC-Automation's solution](#)

476.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[AC-Automation's solution](#)

477.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[AC-Automation's solution](#)

478.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[AC-Automation's solution](#)

479.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs

[AC-Automation's solution](#)

480.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,691 global accepts · Rating: 2500 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[AC-Automation's solution](#)

481.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[AC-Automation's solution](#)

482.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AC-Automation's solution](#)

483.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2500 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[AC-Automation's solution](#)

484.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[AC-Automation's solution](#)

485.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[AC-Automation's solution](#)

486.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[AC-Automation's solution](#)

487.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[AC-Automation's solution](#)

488.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer

[AC-Automation's solution](#)

489.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[AC-Automation's solution](#)

490.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AC-Automation's solution](#)

491.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-11-29 · last AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[AC-Automation's solution](#)

492.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[AC-Automation's solution](#)

493.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[AC-Automation's solution](#)

494.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[AC-Automation's solution](#)

495.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[AC-Automation's solution](#)

496.

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees

[AC-Automation's solution](#)

497.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[AC-Automation's solution](#)

498.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, fft, math, number theory

[AC-Automation's solution](#)

499.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[AC-Automation's solution](#)

500.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[AC-Automation's solution](#)

501.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[AC-Automation's solution](#)

502.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, ternary search

[AC-Automation's solution](#)

503.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[AC-Automation's solution](#)

504.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[AC-Automation's solution](#)

505.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2023-08-22 · last AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[AC-Automation's solution](#)

506.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2023-07-05 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[AC-Automation's solution](#)

507.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[AC-Automation's solution](#)

508.

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[AC-Automation's solution](#)

509.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · last AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[AC-Automation's solution](#)

510.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[AC-Automation's solution](#)

511.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[AC-Automation's solution](#)

512.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[AC-Automation's solution](#)

513.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[AC-Automation's solution](#)

514.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-09 · last AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[AC-Automation's solution](#)

515.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[AC-Automation's solution](#)

516.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AC-Automation's solution](#)

517.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-01-31 · last AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[AC-Automation's solution](#)

518.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[AC-Automation's solution](#)

519.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[AC-Automation's solution](#)

520.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[AC-Automation's solution](#)

521.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-23 · last AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[AC-Automation's solution](#)

522.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[AC-Automation's solution](#)

523.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[AC-Automation's solution](#)

524.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2023-07-12 · last AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[AC-Automation's solution](#)

525.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[AC-Automation's solution](#)

526.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees

[AC-Automation's solution](#)

527.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2024-02-28 · last AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[AC-Automation's solution](#)

528.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, matrices

[AC-Automation's solution](#)

529.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · last AC: 2024-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[AC-Automation's solution](#)

530.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2023-11-29 · last AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[AC-Automation's solution](#)

531.

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2023-07-05 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees

[AC-Automation's solution](#)

532.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[AC-Automation's solution](#)

533.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[AC-Automation's solution](#)

534.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,917 global accepts · Rating: 2800 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[AC-Automation's solution](#)

535.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[AC-Automation's solution](#)

536.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AC-Automation's solution](#)

537.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[AC-Automation's solution](#)

538.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2022-09-26 · last AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[AC-Automation's solution](#)

539.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[AC-Automation's solution](#)

540.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[AC-Automation's solution](#)

541.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[AC-Automation's solution](#)

542.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2900 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[AC-Automation's solution](#)

543.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu

[AC-Automation's solution](#)

544.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2023-05-02 · last AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[AC-Automation's solution](#)

545.

241D

[Numbers](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2900 · first AC: 2023-04-27 · last AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[AC-Automation's solution](#)

546.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[AC-Automation's solution](#)

547.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[AC-Automation's solution](#)

548.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, meet-in-the-middle

[AC-Automation's solution](#)

549.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[AC-Automation's solution](#)

550.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[AC-Automation's solution](#)

551.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AC-Automation's solution](#)

552.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, matrices

[AC-Automation's solution](#)

553.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[AC-Automation's solution](#)

554.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[AC-Automation's solution](#)

555.

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[AC-Automation's solution](#)

556.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2023-07-05 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[AC-Automation's solution](#)

557.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[AC-Automation's solution](#)

558.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers

[AC-Automation's solution](#)

559.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[AC-Automation's solution](#)

560.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[AC-Automation's solution](#)

561.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2023-05-02 · last AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[AC-Automation's solution](#)

562.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-03-28 · last AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AC-Automation's solution](#)

563.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 3000 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[AC-Automation's solution](#)

564.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[AC-Automation's solution](#)

565.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3000 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[AC-Automation's solution](#)

566.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[AC-Automation's solution](#)

567.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, two pointers

[AC-Automation's solution](#)

568.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, sortings

[AC-Automation's solution](#)

569.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[AC-Automation's solution](#)

570.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[AC-Automation's solution](#)

571.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-23 · last AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[AC-Automation's solution](#)

572.

418E

[Tricky Password](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2023-03-11 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AC-Automation's solution](#)

573.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[AC-Automation's solution](#)

574.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AC-Automation's solution](#)

575.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2020-07-31 · last AC: 2020-07-31 · GNU C++11 (first AC) · Tags: data structures, dsu

[AC-Automation's solution](#)

576.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[AC-Automation's solution](#)

577.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-12-04 · last AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, probabilities, trees

[AC-Automation's solution](#)

578.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs

[AC-Automation's solution](#)

579.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[AC-Automation's solution](#)

580.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[AC-Automation's solution](#)

581.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[AC-Automation's solution](#)

582.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AC-Automation's solution](#)

583.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,196 global accepts · Rating: 3400 · first AC: 2023-02-08 · last AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[AC-Automation's solution](#)

584.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[AC-Automation's solution](#)

585.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[AC-Automation's solution](#)

586.

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[AC-Automation's solution](#)

587.

1423N

[BubbleSquare Tokens](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3500 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[AC-Automation's solution](#)

588.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-10-19 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[AC-Automation's solution](#)

589.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,132 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, graph matchings, implementation

[AC-Automation's solution](#)

590.

105486F

[Double 11](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AC-Automation's solution](#)

591.

105486K

[Magical Set](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[AC-Automation's solution](#)

592.

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AC-Automation's solution](#)

593.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[AC-Automation's solution](#)

594.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[AC-Automation's solution](#)

595.

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[AC-Automation's solution](#)

596.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[AC-Automation's solution](#)

597.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[AC-Automation's solution](#)

598.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AC-Automation's solution](#)

599.

105657I

[Identify Chord](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AC-Automation's solution](#)

600.

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[AC-Automation's solution](#)

601.

105657J

[Japanese Bands](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AC-Automation's solution](#)

602.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[AC-Automation's solution](#)

603.

105657M

[Make It Divisible](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[AC-Automation's solution](#)

604.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AC-Automation's solution](#)

605.

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[AC-Automation's solution](#)

606.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AC-Automation's solution](#)

607.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[AC-Automation's solution](#)

608.

106030M

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

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[AC-Automation's solution](#)

609.

106030A

[Nxyjia'bÉQyepÿ IBTCE](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[AC-Automation's solution](#)

610.

106030D

[g Trrep](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[AC-Automation's solution](#)

611.

106030H

[str\(list\(s\)\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[AC-Automation's solution](#)

612.

106030C

[Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AC-Automation's solution](#)

613.

106030E

[Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[AC-Automation's solution](#)

614.

106030I

[Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AC-Automation's solution](#)

615.

106030K

[Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[AC-Automation's solution](#)

616.

106030J

[Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[AC-Automation's solution](#)

617.

106030B

[osu!mania](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[AC-Automation's solution](#)

618.

105588I

[Items](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[AC-Automation's solution](#)

619.

105588F

[Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[AC-Automation's solution](#)

620.

105588L

[Last Chance: Threads of Despair](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AC-Automation's solution](#)

621.

105588E

[Extracting Weights](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[AC-Automation's solution](#)

622.

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[AC-Automation's solution](#)

623.

105588C

[Coin](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AC-Automation's solution](#)

624.

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[AC-Automation's solution](#)

625.

105588M

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

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[AC-Automation's solution](#)

626.

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[AC-Automation's solution](#)

627.

103811F

[Furthest Travel](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[AC-Automation's solution](#)

628.

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[AC-Automation's solution](#)

629.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[AC-Automation's solution](#)

630.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[AC-Automation's solution](#)

631.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[AC-Automation's solution](#)

632.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[AC-Automation's solution](#)

633.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[AC-Automation's solution](#)

634.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[AC-Automation's solution](#)

635.

396E

[On Iteration of One Well-Known Function](#) · [Tutorial](#)

Quality: 167 global accepts · Rating: — · first AC: 2023-03-11 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[AC-Automation's solution](#)

636.

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[AC-Automation's solution](#)

637.

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[AC-Automation's solution](#)