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Unique solved — AFOier

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

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Count: 702

1.

2157A

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2.

2084A

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3.

2061A

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4.

2057A

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5.

2048A

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6.

2039A

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9.

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10.

1996A

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11.

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20.

1684B

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1682A

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25.

1673A

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1680A

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28.

1672A

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29.

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30.

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31.

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1665A

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1660B

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34.

1660A

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36.

1658A

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37.

1656A

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38.

1657A

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39.

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1654B

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42.

1651A

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43.

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45.

1632A

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47.

1633B

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48.

1617A

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50.

1614A

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51.

1605A

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52.

1586A

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53.

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54.

1569A

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55.

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56.

1566B

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58.

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60.

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- 61.**
1561A
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1550A
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1487A
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1481A
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72.

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73.

1461A

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74.

1457A

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75.

1451A

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76.

1445A

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77.

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78.

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79.

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80.

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81.

1400A

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82.

1398B

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83.

1398A

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84.

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85.

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86.

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87.

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88.

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89.

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90.

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91.

2035B

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92.

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1918B

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94.

1679A

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95.

1665B

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96.

1617B

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97.

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98.

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99.

1609A

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100.

1584C

[Two Arrays](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 900 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[AFOier's solution](#)

101.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · last AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy, math, sortings

[AFOier's solution](#)

102.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, math

[AFOier's solution](#)

103.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · last AC: 2020-11-22 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, strings

[AFOier's solution](#)

104.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2020-11-01 · last AC: 2020-11-17 · GNU C++11 (first AC) · Tags: greedy, math

[AFOier's solution](#)

105.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · last AC: 2020-10-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[AFOier's solution](#)

106.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[AFOier's solution](#)

107.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,998 global accepts · Rating: 900 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[AFOier's solution](#)

108.

1401A

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

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

[AFOier's solution](#)

109.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[AFOier's solution](#)

110.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[AFOier's solution](#)

111.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[AFOier's solution](#)

112.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[AFOier's solution](#)

113.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · last AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[AFOier's solution](#)

114.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 1000 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AFOier's solution](#)

115.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[AFOier's solution](#)

116.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[AFOier's solution](#)

117.

1614B

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

Quality: 29,043 global accepts · Rating: 1000 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[AFOier's solution](#)

118.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[AFOier's solution](#)

119.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-05 · last AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[AFOier's solution](#)

120.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · last AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AFOier's solution](#)

121.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · last AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[AFOier's solution](#)

122.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[AFOier's solution](#)

123.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: greedy, math

[AFOier's solution](#)

124.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,151 global accepts · Rating: 1000 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[AFOier's solution](#)

125.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,890 global accepts · Rating: 1000 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math
[AFOier's solution](#)

126.

1438B

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

Quality: 29,078 global accepts · Rating: 1000 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[AFOier's solution](#)

127.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[AFOier's solution](#)

128.

1395A

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

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: brute force, math
[AFOier's solution](#)

129.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,002 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[AFOier's solution](#)

130.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[AFOier's solution](#)

131.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry
[AFOier's solution](#)

132.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[AFOier's solution](#)

133.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[AFOier's solution](#)

134.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[AFOier's solution](#)

135.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[AFOier's solution](#)

136.

1942B

[Bessie and MEX](#) · [Tutorial](#)

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

137.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[AFOier's solution](#)

138.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[AFOier's solution](#)

139.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[AFOier's solution](#)

140.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,782 global accepts · Rating: 1100 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings
[AFOier's solution](#)

141.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 1100 · first AC: 2022-04-23 · last AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[AFOier's solution](#)

142.

1656B

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

Quality: 26,811 global accepts · Rating: 1100 · first AC: 2022-03-24 · last AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers
[AFOier's solution](#)

143.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1100 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[AFOier's solution](#)

144.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · last AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AFOier's solution](#)

145.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · last AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[AFOier's solution](#)

146.

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[AFOier's solution](#)

147.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: greedy, sortings

[AFOier's solution](#)

148.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[AFOier's solution](#)

149.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[AFOier's solution](#)

150.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[AFOier's solution](#)

151.

1478B

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

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

[AFOier's solution](#)

152.

1457B

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

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

[AFOier's solution](#)

153.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · last AC: 2020-10-26 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings

[AFOier's solution](#)

154.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[AFOier's solution](#)

155.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: constructive algorithms
[AFOier's solution](#)

156.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[AFOier's solution](#)

157.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,814 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[AFOier's solution](#)

158.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory
[AFOier's solution](#)

159.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[AFOier's solution](#)

160.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,188 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory
[AFOier's solution](#)

161.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[AFOier's solution](#)

162.

1934B

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

Quality: 22,016 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[AFOier's solution](#)

163.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[AFOier's solution](#)

164.

1679B

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

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[AFOier's solution](#)

165.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-04-22 · last AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[AFOier's solution](#)

166.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · last AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[AFOier's solution](#)

167.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · last AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AFOier's solution](#)

168.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · last AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[AFOier's solution](#)

169.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2022-03-14 · last AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math, sortings

[AFOier's solution](#)

170.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,984 global accepts · Rating: 1200 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[AFOier's solution](#)

171.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[AFOier's solution](#)

172.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[AFOier's solution](#)

173.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[AFOier's solution](#)

174.

1485B

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

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

[AFOier's solution](#)

175.

1437B

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

Quality: 20,854 global accepts · Rating: 1200 · first AC: 2020-10-28 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[AFOier's solution](#)

176.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · last AC: 2020-10-26 · GNU C++11 (first AC) · Tags: graphs, implementation

[AFOier's solution](#)

177.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[AFOier's solution](#)

178.

1406B

[Maximum Product](#) · [Tutorial](#)

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

[AFOier's solution](#)

179.

1399C

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

Quality: 32,656 global accepts · Rating: 1200 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers

[AFOier's solution](#)

180.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[AFOier's solution](#)

181.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[AFOier's solution](#)

182.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[AFOier's solution](#)

183.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[AFOier's solution](#)

184.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[AFOier's solution](#)

185.

1943A

[MEX Game 1 · Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[AFOier's solution](#)

186.

1948C

[Arrow Path · Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[AFOier's solution](#)

187.

1667A

[Make it Increasing · Tutorial](#)

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · last AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[AFOier's solution](#)

188.

1659B

[Bit Flipping · Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[AFOier's solution](#)

189.

1661B

[Getting Zero · Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-09 · last AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[AFOier's solution](#)

190.

1660C

[Get an Even String · Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[AFOier's solution](#)

191.

1470A

[Strange Birthday Party · Tutorial](#)

Quality: 29,396 global accepts · Rating: 1300 · first AC: 2022-03-30 · last AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[AFOier's solution](#)

192.

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2022-03-17 · last AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[AFOier's solution](#)

193.

1647C

[Madoka and Childish Pranks · Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · last AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AFOier's solution](#)

194.

1617C

[Paprika and Permutation · Tutorial](#)

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings
[AFOier's solution](#)

195.

1591C

[Minimize Distance](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[AFOier's solution](#)

196.

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2021-10-26 · last AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[AFOier's solution](#)

197.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[AFOier's solution](#)

198.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AFOier's solution](#)

199.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,424 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[AFOier's solution](#)

200.

1561B

[Charmed by the Game](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[AFOier's solution](#)

201.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[AFOier's solution](#)

202.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force

[AFOier's solution](#)

203.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, greedy

[AFOier's solution](#)

204.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1300 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[AFOier's solution](#)

205.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2020-12-19 · last AC: 2020-12-21 · GNU C++11 (first AC) · Tags: dp, math

[AFOier's solution](#)

206.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-16 · last AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[AFOier's solution](#)

207.

1401C

[Mere Array](#) · [Tutorial](#)

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

[AFOier's solution](#)

208.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AFOier's solution](#)

209.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[AFOier's solution](#)

210.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[AFOier's solution](#)

211.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, sortings

[AFOier's solution](#)

212.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[AFOier's solution](#)

213.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[AFOier's solution](#)

214.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[AFOier's solution](#)

215.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[AFOier's solution](#)

216.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · last AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[AFOier's solution](#)

217.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AFOier's solution](#)

218.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[AFOier's solution](#)

219.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · last AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[AFOier's solution](#)

220.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · last AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[AFOier's solution](#)

221.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · last AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[AFOier's solution](#)

222.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · last AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[AFOier's solution](#)

223.

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-15 · last AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings

[AFOier's solution](#)

224.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[AFOier's solution](#)

225.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: graphs, greedy

[AFOier's solution](#)

226.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[AFOier's solution](#)

227.

1457C

[Bouncing Ball](#) · [Tutorial](#)

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

[AFOier's solution](#)

228.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-21 · last AC: 2020-11-22 · GNU C++11 (first AC) · Tags: dp, greedy, hashing, implementation, strings

[AFOier's solution](#)

229.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[AFOier's solution](#)

230.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[AFOier's solution](#)

231.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[AFOier's solution](#)

232.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,017 global accepts · Rating: 1500 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[AFOier's solution](#)

233.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2022-04-21 · last AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[AFOier's solution](#)

234.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,057 global accepts · Rating: 1500 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[AFOier's solution](#)

235.

1651C

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

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-10 · last AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[AFOier's solution](#)

236.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-03-09 · last AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[AFOier's solution](#)

237.

1614C

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

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[AFOier's solution](#)

238.

1545A

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

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-10-28 · last AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[AFOier's solution](#)

239.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · last AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AFOier's solution](#)

240.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[AFOier's solution](#)

241.

1487D

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

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[AFOier's solution](#)

242.

1487C

[Minimum Ties](#) · [Tutorial](#)

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

[AFOier's solution](#)

243.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[AFOier's solution](#)

244.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[AFOier's solution](#)

245.

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: data structures, dsu
[AFOier's solution](#)

246.

1404A

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

Quality: 19,393 global accepts · Rating: 1500 · first AC: 2020-11-20 · last AC: 2020-11-20 · GNU C++11 (first AC) · Tags: implementation, strings
[AFOier's solution](#)

247.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[AFOier's solution](#)

248.

1416A

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

Quality: 16,725 global accepts · Rating: 1500 · first AC: 2020-11-12 · last AC: 2020-11-12 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers
[AFOier's solution](#)

249.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: math, number theory
[AFOier's solution](#)

250.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-24 · last AC: 2020-10-26 · GNU C++11 (first AC) · Tags: binary search, combinatorics
[AFOier's solution](#)

251.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[AFOier's solution](#)

252.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers
[AFOier's solution](#)

253.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[AFOier's solution](#)

254.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math

[AFOier's solution](#)

255.

1399D

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

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[AFOier's solution](#)

256.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[AFOier's solution](#)

257.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[AFOier's solution](#)

258.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[AFOier's solution](#)

259.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[AFOier's solution](#)

260.

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[AFOier's solution](#)

261.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[AFOier's solution](#)

262.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[AFOier's solution](#)

263.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[AFOier's solution](#)

264.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy,

implementation, trees

[AFOier's solution](#)

265.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[AFOier's solution](#)

266.

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[AFOier's solution](#)

267.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · last AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[AFOier's solution](#)

268.

1352G

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

Quality: 24,808 global accepts · Rating: 1600 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[AFOier's solution](#)

269.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · last AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, trees

[AFOier's solution](#)

270.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[AFOier's solution](#)

271.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, two pointers

[AFOier's solution](#)

272.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · last AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[AFOier's solution](#)

273.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[AFOier's solution](#)

274.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[AFOier's solution](#)

275.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · last AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[AFOier's solution](#)

276.

1528A

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

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[AFOier's solution](#)

277.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-05 · last AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[AFOier's solution](#)

278.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · last AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[AFOier's solution](#)

279.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, strings

[AFOier's solution](#)

280.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[AFOier's solution](#)

281.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,609 global accepts · Rating: 1600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[AFOier's solution](#)

282.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[AFOier's solution](#)

283.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-31 · last AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[AFOier's solution](#)

284.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dp
[AFOier's solution](#)

285.

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
[AFOier's solution](#)

286.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dp, graphs, greedy
[AFOier's solution](#)

287.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: math, number theory
[AFOier's solution](#)

288.

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: math, number theory
[AFOier's solution](#)

289.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
[AFOier's solution](#)

290.

1031C

[Cram Time](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1600 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: greedy
[AFOier's solution](#)

291.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory
[AFOier's solution](#)

292.

1437D

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

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-28 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths, trees
[AFOier's solution](#)

293.

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,952 global accepts · Rating: 1600 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: math
[AFOier's solution](#)

294.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,631 global accepts · Rating: 1600 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: data structures, dp, math
[AFOier's solution](#)

295.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy
[AFOier's solution](#)

296.

1281B

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

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: greedy
[AFOier's solution](#)

297.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
[AFOier's solution](#)

298.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[AFOier's solution](#)

299.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths
[AFOier's solution](#)

300.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
[AFOier's solution](#)

301.

2006A

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

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees
[AFOier's solution](#)

302.

1984C2

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

Quality: 8,692 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[AFOier's solution](#)

303.

1942C2

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

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

304.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
[AFOier's solution](#)

305.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[AFOier's solution](#)

306.

1936A

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

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

[AFOier's solution](#)

307.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · last AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[AFOier's solution](#)

308.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[AFOier's solution](#)

309.

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[AFOier's solution](#)

310.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · last AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[AFOier's solution](#)

311.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2022-04-15 · last AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[AFOier's solution](#)

312.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · last AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[AFOier's solution](#)

313.

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,577 global accepts · Rating: 1700 · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[AFOier's solution](#)

314.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[AFOier's solution](#)

315.

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings

[AFOier's solution](#)

316.

1658C

[Shinju and the Lost Permutation · Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · last AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[AFOier's solution](#)

317.

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2022-03-17 · last AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[AFOier's solution](#)

318.

1628B

[Peculiar Movie Preferences · Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · last AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[AFOier's solution](#)

319.

1528B

[Kavi on Pairing Duty · Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[AFOier's solution](#)

320.

1580A

[Portal · Tutorial](#)

Quality: 3,925 global accepts · Rating: 1700 · first AC: 2021-09-30 · last AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[AFOier's solution](#)

321.

1586C

[Omkar and Determination · Tutorial](#)

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[AFOier's solution](#)

322.

1562D1

[Two Hundred Twenty One \(easy version\) · Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[AFOier's solution](#)

323.

1561D1

[Up the Strip \(simplified version\) · Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[AFOier's solution](#)

324.

1557C

[Moamen and XOR · Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[AFOier's solution](#)

325.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

[AFOier's solution](#)

326.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[AFOier's solution](#)

327.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[AFOier's solution](#)

328.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: binary search, interactive, ternary search

[AFOier's solution](#)

329.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, implementation

[AFOier's solution](#)

330.

1478C

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

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

[AFOier's solution](#)

331.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · last AC: 2020-11-22 · GNU C++11 (first AC) · Tags: games, geometry, math

[AFOier's solution](#)

332.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[AFOier's solution](#)

333.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[AFOier's solution](#)

334.

1406C

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

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

[AFOier's solution](#)

335.

1400B

[RPG Protagonist](#) · [Tutorial](#)

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

[AFOier's solution](#)

336.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[AFOier's solution](#)

337.

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[AFOier's solution](#)

338.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[AFOier's solution](#)

339.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[AFOier's solution](#)

340.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[AFOier's solution](#)

341.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[AFOier's solution](#)

342.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[AFOier's solution](#)

343.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[AFOier's solution](#)

344.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2022-03-17 · last AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[AFOier's solution](#)

345.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-03-07 · last AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[AFOier's solution](#)

346.

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-03-09 · last AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[AFOier's solution](#)

347.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, math, probabilities

[AFOier's solution](#)

348.

1617D1

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

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[AFOier's solution](#)

349.

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[AFOier's solution](#)

350.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[AFOier's solution](#)

351.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[AFOier's solution](#)

352.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[AFOier's solution](#)

353.

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

[AFOier's solution](#)

354.

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[AFOier's solution](#)

355.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,812 global accepts · Rating: 1800 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings
[AFOier's solution](#)

356.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2020-11-23 · last AC: 2020-11-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy
[AFOier's solution](#)

357.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-16 · last AC: 2020-11-17 · GNU C++11 (first AC) · Tags: dp, strings
[AFOier's solution](#)

358.

1442A

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

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

359.

1443D

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

Rating: 1800 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: dp, greedy, math
[AFOier's solution](#)

360.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-28 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings
[AFOier's solution](#)

361.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2020-10-18 · last AC: 2020-10-18 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math
[AFOier's solution](#)

362.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[AFOier's solution](#)

363.

1401D

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

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

364.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[AFOier's solution](#)

365.

1395D

[Boboniu Chats with Du](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, sortings

[AFOier's solution](#)

366.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[AFOier's solution](#)

367.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[AFOier's solution](#)

368.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[AFOier's solution](#)

369.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[AFOier's solution](#)

370.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[AFOier's solution](#)

371.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[AFOier's solution](#)

372.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[AFOier's solution](#)

373.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,324 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[AFOier's solution](#)

374.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[AFOier's solution](#)

375.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[AFOier's solution](#)

376.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[AFOier's solution](#)

377.

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[AFOier's solution](#)

378.

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[AFOier's solution](#)

379.

1679D

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

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[AFOier's solution](#)

380.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[AFOier's solution](#)

381.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[AFOier's solution](#)

382.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2022-04-15 · last AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[AFOier's solution](#)

383.

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · last AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[AFOier's solution](#)

384.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2022-03-30 · last AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[AFOier's solution](#)

385.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · last AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[AFOier's solution](#)

386.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-03-11 · last AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[AFOier's solution](#)

387.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · last AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[AFOier's solution](#)

388.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2022-03-14 · last AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[AFOier's solution](#)

389.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · last AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[AFOier's solution](#)

390.

1591D

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

Rating: 1900 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[AFOier's solution](#)

391.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

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392.

1601B

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393.

1545B

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394.

1569D

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Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · last AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

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395.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

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396.

1508A

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Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

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397.

1483B

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Rating: 1900 · first AC: 2021-03-31 · last AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

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398.

1482D

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Quality: 4,115 global accepts · Rating: 1900 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, shortest paths

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399.

535D

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Quality: 4,679 global accepts · Rating: 1900 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures, strings

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400.

1439A2

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Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

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401.

476D

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Quality: 5,034 global accepts · Rating: 1900 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

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402.

959D

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403.

597C

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404.

1404B

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405.

817D

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[AFOier's solution](#)

406.

1413C

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407.

1444B

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Quality: 6,777 global accepts · Rating: 1900 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[AFOier's solution](#)

408.

1036C

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Quality: 13,382 global accepts · Rating: 1900 · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: combinatorics, dp

[AFOier's solution](#)

409.

1445D

[Divide and Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[AFOier's solution](#)

410.

1436D

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Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

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411.

61E

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Quality: 15,178 global accepts · Rating: 1900 · first AC: 2020-09-16 · GNU C++11 (first AC) · Tags: data structures, trees

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412.

1400D

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Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

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413.

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[AFOier's solution](#)

414.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[AFOier's solution](#)

415.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[AFOier's solution](#)

416.

2048E

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[AFOier's solution](#)

417.

1994E

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418.

1984D

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Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

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419.

1943B

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[AFOier's solution](#)

420.

1682D

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Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees

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421.

1680E

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[AFOier's solution](#)

422.

1200E

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423.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[AFOier's solution](#)

424.

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

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425.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

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426.

1665D

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Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · last AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

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427.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, number theory

[AFOier's solution](#)

428.

1657D

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429.

1641B

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Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

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430.

1632D

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Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[AFOier's solution](#)

431.

1613E

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Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-02 · last AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[AFOier's solution](#)

432.

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, interactive, math

[AFOier's solution](#)

433.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[AFOier's solution](#)

434.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

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435.

1567D

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Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · last AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AFOier's solution](#)

436.

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[AFOier's solution](#)

437.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[AFOier's solution](#)

438.

1561E

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

Rating: 2000 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[AFOier's solution](#)

439.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[AFOier's solution](#)

440.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[AFOier's solution](#)

441.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: dp

[AFOier's solution](#)

442.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[AFOier's solution](#)

443.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

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444.

1451E1

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

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-21 · last AC: 2020-11-22 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[AFOier's solution](#)

445.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[AFOier's solution](#)

446.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-11-13 · last AC: 2020-11-13 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

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447.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2020-11-12 · last AC: 2020-11-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

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448.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

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449.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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450.

2046C

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Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

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451.

2031E

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Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

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452.

2029E

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Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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453.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

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454.

1948E

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Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

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455.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

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456.

1924B

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Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

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457.

1684E

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Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · last AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

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458.

840B

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Quality: 2,807 global accepts · Rating: 2100 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

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459.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · last AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

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460.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · last AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

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461.

1411D

[Grime Zoo](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2100 · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings

[AFOier's solution](#)

462.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

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463.

1660F2

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

Quality: 3,146 global accepts · Rating: 2100 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math,

strings

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464.

1654D

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Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees

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465.

208E

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Quality: 8,923 global accepts · Rating: 2100 · first AC: 2022-03-17 · last AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

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466.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

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467.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

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468.

1605D

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Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-15 · last AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

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469.

1555E

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Quality: 4,531 global accepts · Rating: 2100 · first AC: 2021-07-30 · last AC: 2021-09-02 · GNU C++11 (first AC) · Tags: data structures, sortings, trees, two pointers

[AFOier's solution](#)

470.

1511E

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

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, greedy, math

[AFOier's solution](#)

471.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2021-03-31 · last AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[AFOier's solution](#)

472.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-31 · last AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[AFOier's solution](#)

473.

35E

[Parade](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2100 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: data structures, sortings

[AFOier's solution](#)

474.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2100 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: greedy, math, ternary search

[AFOier's solution](#)

475.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-16 · last AC: 2020-11-17 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

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476.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[AFOier's solution](#)

477.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[AFOier's solution](#)

478.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

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479.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[AFOier's solution](#)

480.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[AFOier's solution](#)

481.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[AFOier's solution](#)

482.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[AFOier's solution](#)

483.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[AFOier's solution](#)

484.

1918E

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

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[AFOier's solution](#)

485.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings

[AFOier's solution](#)

486.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · last AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[AFOier's solution](#)

487.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[AFOier's solution](#)

488.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[AFOier's solution](#)

489.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2022-03-30 · last AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[AFOier's solution](#)

490.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-25 · last AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[AFOier's solution](#)

491.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · last AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[AFOier's solution](#)

492.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[AFOier's solution](#)

493.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-03-09 · last AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[AFOier's solution](#)

494.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[AFOier's solution](#)

495.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2021-11-04 · last AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[AFOier's solution](#)

496.

958E2

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

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings

[AFOier's solution](#)

497.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2021-09-30 · last AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[AFOier's solution](#)

498.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[AFOier's solution](#)

499.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · last AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[AFOier's solution](#)

500.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[AFOier's solution](#)

501.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[AFOier's solution](#)

502.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[AFOier's solution](#)

503.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[AFOier's solution](#)

504.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[AFOier's solution](#)

505.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[AFOier's solution](#)

506.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[AFOier's solution](#)

507.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: data structures

[AFOier's solution](#)

508.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: data structures

[AFOier's solution](#)

509.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[AFOier's solution](#)

510.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[AFOier's solution](#)

511.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[AFOier's solution](#)

512.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[AFOier's solution](#)

513.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[AFOier's solution](#)

514.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[AFOier's solution](#)

515.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[AFOier's solution](#)

516.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[AFOier's solution](#)

517.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[AFOier's solution](#)

518.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[AFOier's solution](#)

519.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[AFOier's solution](#)

520.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2022-04-21 · last AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: flows

[AFOier's solution](#)

521.

845G

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

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math

[AFOier's solution](#)

522.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, strings

[AFOier's solution](#)

523.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[AFOier's solution](#)

524.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-20 · last AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[AFOier's solution](#)

525.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[AFOier's solution](#)

526.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2022-03-15 · last AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[AFOier's solution](#)

527.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[AFOier's solution](#)

528.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[AFOier's solution](#)

529.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy

[AFOier's solution](#)

530.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[AFOier's solution](#)

531.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[AFOier's solution](#)

532.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-31 · last AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[AFOier's solution](#)

533.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[AFOier's solution](#)

534.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-28 · last AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[AFOier's solution](#)

535.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[AFOier's solution](#)

536.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[AFOier's solution](#)

537.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,081 global accepts · Rating: 2300 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[AFOier's solution](#)

538.

1451E2

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

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-23 · last AC: 2020-11-23 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[AFOier's solution](#)

539.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[AFOier's solution](#)

540.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[AFOier's solution](#)

541.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[AFOier's solution](#)

542.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2020-10-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[AFOier's solution](#)

543.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[AFOier's solution](#)

544.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[AFOier's solution](#)

545.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[AFOier's solution](#)

546.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[AFOier's solution](#)

547.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[AFOier's solution](#)

548.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[AFOier's solution](#)

549.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[AFOier's solution](#)

550.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[AFOier's solution](#)

551.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[AFOier's solution](#)

552.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dsu, string suffix structures, strings

[AFOier's solution](#)

553.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2400 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[AFOier's solution](#)

554.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[AFOier's solution](#)

555.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs

[AFOier's solution](#)

556.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[AFOier's solution](#)

557.

959F

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

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices

[AFOier's solution](#)

558.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[AFOier's solution](#)

559.

1591F

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

Rating: 2400 · first AC: 2021-12-13 · last AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[AFOier's solution](#)

560.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · last AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[AFOier's solution](#)

561.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[AFOier's solution](#)

562.

865D

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

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[AFOier's solution](#)

563.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2021-11-04 · last AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[AFOier's solution](#)

564.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-28 · last AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[AFOier's solution](#)

565.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[AFOier's solution](#)

566.

2101D

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

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[AFOier's solution](#)

567.

2059E1

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

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[AFOier's solution](#)

568.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[AFOier's solution](#)

569.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[AFOier's solution](#)

570.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[AFOier's solution](#)

571.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[AFOier's solution](#)

572.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[AFOier's solution](#)

573.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[AFOier's solution](#)

574.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2022-04-11 · last AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[AFOier's solution](#)

575.

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[AFOier's solution](#)

576.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[AFOier's solution](#)

577.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs

[AFOier's solution](#)

578.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2022-03-31 · last AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[AFOier's solution](#)

579.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[AFOier's solution](#)

580.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-22 · last AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[AFOier's solution](#)

581.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[AFOier's solution](#)

582.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[AFOier's solution](#)

583.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: dp, number theory

[AFOier's solution](#)

584.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices

[AFOier's solution](#)

585.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[AFOier's solution](#)

586.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[AFOier's solution](#)

587.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[AFOier's solution](#)

588.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2022-04-10 · last AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs

[AFOier's solution](#)

589.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu

[AFOier's solution](#)

590.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[AFOier's solution](#)

591.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2022-03-15 · last AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[AFOier's solution](#)

592.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2021-11-16 · last AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[AFOier's solution](#)

593.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[AFOier's solution](#)

594.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[AFOier's solution](#)

595.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[AFOier's solution](#)

596.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[AFOier's solution](#)

597.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[AFOier's solution](#)

598.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2020-12-13 · GNU C++11 (first AC) · Tags: math

[AFOier's solution](#)

599.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[AFOier's solution](#)

600.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[AFOier's solution](#)

601.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[AFOier's solution](#)

602.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[AFOier's solution](#)

603.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar,

graphs, greedy, math, sortings, trees

[AFOier's solution](#)

604.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[AFOier's solution](#)

605.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2022-04-22 · last AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: flows, math

[AFOier's solution](#)

606.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[AFOier's solution](#)

607.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, probabilities

[AFOier's solution](#)

608.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[AFOier's solution](#)

609.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[AFOier's solution](#)

610.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[AFOier's solution](#)

611.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[AFOier's solution](#)

612.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-07 · last AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[AFOier's solution](#)

613.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-12-01 · last AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[AFOier's solution](#)

614.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[AFOier's solution](#)

615.

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[AFOier's solution](#)

616.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[AFOier's solution](#)

617.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive

[AFOier's solution](#)

618.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[AFOier's solution](#)

619.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[AFOier's solution](#)

620.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings

[AFOier's solution](#)

621.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2022-04-15 · last AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[AFOier's solution](#)

622.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows

[AFOier's solution](#)

623.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[AFOier's solution](#)

624.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[AFOier's solution](#)

625.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
[AFOier's solution](#)

626.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs
[AFOier's solution](#)

627.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers
[AFOier's solution](#)

628.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2022-04-24 · last AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[AFOier's solution](#)

629.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[AFOier's solution](#)

630.

2222H

[Counting Sort?](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp
[AFOier's solution](#)

631.

2225G

[Simple Problem](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, greedy, number theory
[AFOier's solution](#)

632.

105588E

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

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[AFOier's solution](#)

633.

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[AFOier's solution](#)

634.

105588C

[Coin](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · last AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[AFOier's solution](#)

635.

105588L

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

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[AFOier's solution](#)

636.

105588J

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

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[AFOier's solution](#)

637.

105588M

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

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AFOier's solution](#)

638.

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[AFOier's solution](#)

639.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AFOier's solution](#)

640.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[AFOier's solution](#)

641.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[AFOier's solution](#)

642.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AFOier's solution](#)

643.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[AFOier's solution](#)

644.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[AFOier's solution](#)

645.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AFOier's solution](#)

646.

104976E

[Period of a String](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[AFOier's solution](#)

647.

104976A

[Submissions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AFOier's solution](#)

648.

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[AFOier's solution](#)

649.

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[AFOier's solution](#)

650.

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AFOier's solution](#)

651.

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[AFOier's solution](#)

652.

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AFOier's solution](#)

653.

105459E

[Marble Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[AFOier's solution](#)

654.

105459L

[A Game On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[AFOier's solution](#)

655.

105459A

[Build a Computer](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[AFOier's solution](#)

656.

105459B

[Concave Hull](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AFOier's solution](#)

657.

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[AFOier's solution](#)

658.

105459J

[New Energy Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[AFOier's solution](#)

659.

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[AFOier's solution](#)

660.

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[AFOier's solution](#)

661.

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AFOier's solution](#)

662.

104869M

[Outro: True Love Waits](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AFOier's solution](#)

663.

104869B

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

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[AFOier's solution](#)

664.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[AFOier's solution](#)

665.

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AFOier's solution](#)

666.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AFOier's solution](#)

667.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[AFOier's solution](#)

668.

104813H

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

Rating: — · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[AFOier's solution](#)

669.

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[AFOier's solution](#)

670.

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[AFOier's solution](#)

671.

104813D

[A Simple MST Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[AFOier's solution](#)

672.

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[AFOier's solution](#)

673.

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AFOier's solution](#)

674.

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[AFOier's solution](#)

675.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AFOier's solution](#)

676.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AFOier's solution](#)

677.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[AFOier's solution](#)

678.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[AFOier's solution](#)

679.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AFOier's solution](#)

680.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[AFOier's solution](#)

681.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AFOier's solution](#)

682.

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[AFOier's solution](#)

683.

104076D

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