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Unique solved — Aestas16

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

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

Filters: none

Count: 402

1.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · last AC: 2025-01-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[Aestas16's solution](#)

2.

1583A

[Windblume Ode](#) · [Tutorial](#)

Quality: 14,381 global accepts · Rating: 800 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Aestas16's solution](#)

3.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Aestas16's solution](#)

4.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[Aestas16's solution](#)

5.

1549B

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

Quality: 26,824 global accepts · Rating: 800 · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[Aestas16's solution](#)

6.

1549A

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

Quality: 35,564 global accepts · Rating: 800 · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Aestas16's solution](#)

7.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Aestas16's solution](#)

8.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Aestas16's solution](#)

9.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Aestas16's solution](#)

10.

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,324 global accepts · Rating: 800 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Aestas16's solution](#)

11.

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,354 global accepts · Rating: 800 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Aestas16's solution](#)

12.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-22 · last AC: 2021-07-23 · GNU C++11 (first AC) · Tags: math, number theory

[Aestas16's solution](#)

13.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 800 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: greedy, math

[Aestas16's solution](#)

14.

1546A

[AquaMoon and Two Arrays](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: brute force, greedy

[Aestas16's solution](#)

15.

1547B

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

Quality: 27,901 global accepts · Rating: 800 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[Aestas16's solution](#)

16.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: implementation, math

[Aestas16's solution](#)

17.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,634 global accepts · Rating: 800 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: math

[Aestas16's solution](#)

18.

1541A

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

Quality: 30,716 global accepts · Rating: 800 · first AC: 2021-06-28 · last AC: 2021-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Aestas16's solution](#)

19.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[Aestas16's solution](#)

20.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-06-22 · last AC: 2021-06-23 · GNU C++11 (first AC) · Tags: greedy

[Aestas16's solution](#)

21.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: greedy, math

[Aestas16's solution](#)

22.

1538B

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

Quality: 33,537 global accepts · Rating: 800 · first AC: 2021-06-14 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: greedy, math

[Aestas16's solution](#)

23.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-14 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[Aestas16's solution](#)

24.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: brute force, implementation

[Aestas16's solution](#)

25.

1438A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-06-12 · last AC: 2021-06-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Aestas16's solution](#)

26.

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · last AC: 2021-06-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Aestas16's solution](#)

27.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,153 global accepts · Rating: 800 · first AC: 2021-06-04 · last AC: 2021-06-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[Aestas16's solution](#)

28.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-05-28 · last AC: 2021-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Aestas16's solution](#)

29.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-31 · last AC: 2021-06-01 · GNU C++11 (first AC) · Tags: implementation

[Aestas16's solution](#)

30.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-26 · last AC: 2021-05-27 · GNU C++11 (first AC) · Tags: math, number theory

[Aestas16's solution](#)

31.

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-05-24 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Aestas16's solution](#)

32.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-03 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[Aestas16's solution](#)

33.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-16 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: greedy, math

[Aestas16's solution](#)

34.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: implementation, sortings

[Aestas16's solution](#)

35.

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-02-07 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: games, greedy, strings

[Aestas16's solution](#)

36.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: greedy, strings

[Aestas16's solution](#)

37.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · last AC: 2021-05-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Aestas16's solution](#)

38.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,068 global accepts · Rating: 800 · first AC: 2019-10-13 · last AC: 2021-05-25 · GNU C++11 (first AC) · Tags: math

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39.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · last AC: 2021-05-25 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[Aestas16's solution](#)

40.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2019-06-07 · last AC: 2021-05-25 · GNU C++11 (first AC) · Tags: greedy

[Aestas16's solution](#)

- 41.**
1241A
[CME](#) · [Tutorial](#)
Rating: 800 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: math
[Aestas16's solution](#)
- 42.**
1234A
[Equalize Prices Again](#) · [Tutorial](#)
Quality: 29,554 global accepts · Rating: 800 · first AC: 2019-10-01 · last AC: 2019-10-02 · GNU C++11 (first AC) · Tags: math
[Aestas16's solution](#)
- 43.**
1216A
[Prefixes](#) · [Tutorial](#)
Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: strings
[Aestas16's solution](#)
- 44.**
1200A
[Hotelier](#) · [Tutorial](#)
Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · last AC: 2019-08-18 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[Aestas16's solution](#)
- 45.**
1559B
[Mocha and Red and Blue](#) · [Tutorial](#)
Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[Aestas16's solution](#)
- 46.**
1559A
[Mocha and Math](#) · [Tutorial](#)
Quality: 45,584 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[Aestas16's solution](#)
- 47.**
1555A
[PizzaForces](#) · [Tutorial](#)
Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[Aestas16's solution](#)
- 48.**
1537B
[Bad Boy](#) · [Tutorial](#)
Quality: 42,303 global accepts · Rating: 900 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[Aestas16's solution](#)
- 49.**
1535B
[Array Reordering](#) · [Tutorial](#)
Quality: 34,200 global accepts · Rating: 900 · first AC: 2021-06-04 · last AC: 2021-06-06 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory, sortings
[Aestas16's solution](#)
- 50.**
1525B
[Permutation Sort](#) · [Tutorial](#)
Quality: 26,659 global accepts · Rating: 900 · first AC: 2021-05-26 · last AC: 2021-05-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[Aestas16's solution](#)
- 51.**
1480B
[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2021-02-07 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Aestas16's solution](#)

52.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-20 · last AC: 2021-05-25 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[Aestas16's solution](#)

53.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · last AC: 2021-05-25 · GNU C++11 (first AC) · Tags: math

[Aestas16's solution](#)

54.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: implementation, strings

[Aestas16's solution](#)

55.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Aestas16's solution](#)

56.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: greedy, math

[Aestas16's solution](#)

57.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: combinatorics, geometry, greedy, math

[Aestas16's solution](#)

58.

1438B

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

Quality: 29,070 global accepts · Rating: 1000 · first AC: 2021-06-12 · last AC: 2021-06-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Aestas16's solution](#)

59.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[Aestas16's solution](#)

60.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-13 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[Aestas16's solution](#)

61.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-02-11 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Aestas16's solution](#)

62.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2019-10-20 · last AC: 2021-05-25 · GNU C++11 (first AC) · Tags: geometry, math

[Aestas16's solution](#)

63.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-15 · last AC: 2021-05-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Aestas16's solution](#)

64.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-13 · last AC: 2021-05-25 · GNU C++11 (first AC) · Tags: brute force, implementation

[Aestas16's solution](#)

65.

1256A

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

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: math

[Aestas16's solution](#)

66.

1234B1

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

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-01 · last AC: 2019-10-02 · GNU C++11 (first AC) · Tags: implementation

[Aestas16's solution](#)

67.

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Aestas16's solution](#)

68.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: greedy, two pointers

[Aestas16's solution](#)

69.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Aestas16's solution](#)

70.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-31 · last AC: 2021-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms

[Aestas16's solution](#)

71.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-05-24 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[Aestas16's solution](#)

72.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-02-16 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[Aestas16's solution](#)

73.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Aestas16's solution](#)

74.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · last AC: 2021-05-25 · GNU C++11 (first AC) · Tags: brute force, math

[Aestas16's solution](#)

75.

1202A

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

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[Aestas16's solution](#)

76.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-27 · last AC: 2019-04-27 · GNU C++11 (first AC) · Tags: implementation

[Aestas16's solution](#)

77.

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[Aestas16's solution](#)

78.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Aestas16's solution](#)

79.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

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

[Aestas16's solution](#)

80.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Aestas16's solution](#)

81.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · last AC: 2021-07-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[Aestas16's solution](#)

82.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: interactive, math

[Aestas16's solution](#)

83.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,479 global accepts · Rating: 1200 · first AC: 2021-06-28 · last AC: 2021-06-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[Aestas16's solution](#)

84.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: greedy, sortings

[Aestas16's solution](#)

85.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,282 global accepts · Rating: 1200 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Aestas16's solution](#)

86.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-06 · last AC: 2021-06-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[Aestas16's solution](#)

87.

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-13 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: dp, implementation, math

[Aestas16's solution](#)

88.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,711 global accepts · Rating: 1200 · first AC: 2021-04-03 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Aestas16's solution](#)

89.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, implementation

[Aestas16's solution](#)

90.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,688 global accepts · Rating: 1200 · first AC: 2021-02-15 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: math, number theory

[Aestas16's solution](#)

91.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · last AC: 2021-05-25 · GNU C++11 (first AC) · Tags: data structures, greedy

[Aestas16's solution](#)

92.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · last AC: 2019-08-12 · GNU C++11 (first AC) · Tags: dp, greedy

[Aestas16's solution](#)

- 93.**
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
[Aestas16's solution](#)
- 94.**
1558A
[Charmed by the Game](#) · [Tutorial](#)
Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[Aestas16's solution](#)
- 95.**
1555C
[Coin Rows](#) · [Tutorial](#)
Quality: 24,084 global accepts · Rating: 1300 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
[Aestas16's solution](#)
- 96.**
1555B
[Two Tables](#) · [Tutorial](#)
Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[Aestas16's solution](#)
- 97.**
1553B
[Reverse String](#) · [Tutorial](#)
Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · last AC: 2021-07-23 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, strings
[Aestas16's solution](#)
- 98.**
1547D
[Co-growing Sequence](#) · [Tutorial](#)
Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Aestas16's solution](#)
- 99.**
1538C
[Number of Pairs](#) · [Tutorial](#)
Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-06-14 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: binary search, data structures, math, two pointers
[Aestas16's solution](#)
- 100.**
1534C
[Little Alawn's Puzzle](#) · [Tutorial](#)
Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[Aestas16's solution](#)
- 101.**
1476B
[Inflation](#) · [Tutorial](#)
Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-02-11 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math
[Aestas16's solution](#)
- 102.**
1209B
[Koala and Lights](#) · [Tutorial](#)
Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · last AC: 2021-05-25 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[Aestas16's solution](#)

103.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · last AC: 2021-05-25 · GNU C++11 (first AC) · Tags: greedy, math

[Aestas16's solution](#)**104.**

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · last AC: 2019-10-02 · GNU C++11 (first AC) · Tags: data structures, implementation

[Aestas16's solution](#)**105.**

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: math

[Aestas16's solution](#)**106.**

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-27 · last AC: 2019-04-28 · GNU C++11 (first AC) · Tags: greedy

[Aestas16's solution](#)**107.**

1157C1

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

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2019-04-28 · GNU C++11 (first AC) · Tags: greedy

[Aestas16's solution](#)**108.**

1559D1

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

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

[Aestas16's solution](#)**109.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · last AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[Aestas16's solution](#)**110.**

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Aestas16's solution](#)**111.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Aestas16's solution](#)**112.**

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Aestas16's solution](#)

113.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · last AC: 2021-06-06 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Aestas16's solution](#)

114.

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-05 · last AC: 2021-06-01 · GNU C++11 (first AC) · Tags: brute force, math

[Aestas16's solution](#)

115.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · last AC: 2021-06-01 · GNU C++11 (first AC) · Tags: dp, math, number theory

[Aestas16's solution](#)

116.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-16 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[Aestas16's solution](#)

117.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,239 global accepts · Rating: 1400 · first AC: 2019-11-25 · last AC: 2019-11-25 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[Aestas16's solution](#)

118.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: greedy

[Aestas16's solution](#)

119.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · last AC: 2019-08-12 · GNU C++11 (first AC) · Tags: math, number theory

[Aestas16's solution](#)

120.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Aestas16's solution](#)

121.

1551C

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

Quality: 14,542 global accepts · Rating: 1500 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, strings

[Aestas16's solution](#)

122.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · last AC: 2021-07-23 · GNU C++11 (first AC) · Tags: dp, greedy, strings, two pointers

[Aestas16's solution](#)

123.

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: sortings

[Aestas16's solution](#)

124.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Aestas16's solution](#)

125.

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Aestas16's solution](#)

126.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-06-23 · last AC: 2021-06-27 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[Aestas16's solution](#)

127.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-14 · last AC: 2021-06-16 · GNU C++11 (first AC) · Tags: binary search, dp, math, number theory

[Aestas16's solution](#)

128.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-06 · last AC: 2021-06-06 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, number theory

[Aestas16's solution](#)

129.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-15 · last AC: 2021-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Aestas16's solution](#)

130.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-28 · last AC: 2021-06-01 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[Aestas16's solution](#)

131.

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-16 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Aestas16's solution](#)

132.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: binary search, brute

force, math, number theory

[Aestas16's solution](#)

133.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Aestas16's solution](#)

134.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · last AC: 2021-05-25 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[Aestas16's solution](#)

135.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,467 global accepts · Rating: 1500 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: greedy, math

[Aestas16's solution](#)

136.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-02 · last AC: 2019-10-02 · GNU C++11 (first AC) · Tags: dp, implementation

[Aestas16's solution](#)

137.

1295C

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

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2021-08-23 · last AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[Aestas16's solution](#)

138.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: trees

[Aestas16's solution](#)

139.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Aestas16's solution](#)

140.

1555D

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

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Aestas16's solution](#)

141.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: math, number theory

[Aestas16's solution](#)

142.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation,

sortings, two pointers

[Aestas16's solution](#)

143.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Aestas16's solution](#)

144.

1526C2

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

Quality: 29,733 global accepts · Rating: 1600 · first AC: 2021-05-28 · last AC: 2021-06-01 · GNU C++11 (first AC) · Tags: data structures, greedy

[Aestas16's solution](#)

145.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-31 · last AC: 2021-06-01 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Aestas16's solution](#)

146.

1528A

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

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Aestas16's solution](#)

147.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Aestas16's solution](#)

148.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[Aestas16's solution](#)

149.

1476C

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

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-02-11 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[Aestas16's solution](#)

150.

1529C

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

Rating: 1600 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Aestas16's solution](#)

151.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[Aestas16's solution](#)

152.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Aestas16's solution](#)

153.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2020-08-24 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings

[Aestas16's solution](#)

154.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2019-10-02 · last AC: 2019-10-02 · GNU C++11 (first AC) · Tags: data structures

[Aestas16's solution](#)

155.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-09-06 · GNU C++11 (first AC) · Tags: data structures, implementation

[Aestas16's solution](#)

156.

1583C

[Omkar and Determination](#) · [Tutorial](#)

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Aestas16's solution](#)

157.

1586C

[Omkar and Determination](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Aestas16's solution](#)

158.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Aestas16's solution](#)

159.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[Aestas16's solution](#)

160.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[Aestas16's solution](#)

161.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Aestas16's solution](#)

162.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

[Aestas16's solution](#)

163.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-06-23 · last AC: 2021-06-27 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Aestas16's solution](#)

164.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: games, math, number theory

[Aestas16's solution](#)

165.

1538D

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

Quality: 15,267 global accepts · Rating: 1700 · first AC: 2021-06-14 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Aestas16's solution](#)

166.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-06-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Aestas16's solution](#)

167.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Aestas16's solution](#)

168.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[Aestas16's solution](#)

169.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-14 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[Aestas16's solution](#)

170.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: binary search, interactive, ternary search

[Aestas16's solution](#)

171.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-02-12 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, implementation

[Aestas16's solution](#)

172.

1529D

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

Rating: 1700 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Aestas16's solution](#)

173.

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, games, graphs, interactive

[Aestas16's solution](#)

174.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2021-03-08 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Aestas16's solution](#)

175.

1480C

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

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

[Aestas16's solution](#)

176.

1435D

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-26 · last AC: 2021-02-05 · GNU C++11 (first AC) · Tags: data structures, greedy, schedules

[Aestas16's solution](#)

177.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2020-08-23 · GNU C++11 (first AC) · Tags: binary search, dfs and similar

[Aestas16's solution](#)

178.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[Aestas16's solution](#)

179.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Aestas16's solution](#)

180.

1248C

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-10-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Aestas16's solution](#)

181.

1157C2

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

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2019-04-30 · GNU C++11 (first AC) · Tags: greedy

[Aestas16's solution](#)

182.

1583D

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

Quality: 5,934 global accepts · Rating: 1800 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[Aestas16's solution](#)

183.

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Aestas16's solution](#)

184.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[Aestas16's solution](#)

185.

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

[Aestas16's solution](#)

186.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,591 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Aestas16's solution](#)

187.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · last AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Aestas16's solution](#)

188.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Aestas16's solution](#)

189.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Aestas16's solution](#)

190.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, trees

[Aestas16's solution](#)

191.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · last AC: 2021-06-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Aestas16's solution](#)

192.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-27 · last AC: 2021-05-27 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy

[Aestas16's solution](#)

193.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[Aestas16's solution](#)

194.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[Aestas16's solution](#)

195.

483B

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

Quality: 4,348 global accepts · Rating: 1800 · first AC: 2020-08-24 · GNU C++11 (first AC) · Tags: binary search, math

[Aestas16's solution](#)

196.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2020-01-31 · last AC: 2020-02-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Aestas16's solution](#)

197.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[Aestas16's solution](#)

198.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: combinatorics, math

[Aestas16's solution](#)

199.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Aestas16's solution](#)

200.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation

[Aestas16's solution](#)

201.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2021-05-29 · last AC: 2021-05-29 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[Aestas16's solution](#)

202.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Aestas16's solution](#)

203.

1480D1

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

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

[Aestas16's solution](#)

204.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, math

[Aestas16's solution](#)

205.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 1900 · first AC: 2019-09-22 · last AC: 2020-08-28 · GNU C++11 (first AC) · Tags: dp, probabilities

[Aestas16's solution](#)

206.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-12-22 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[Aestas16's solution](#)

207.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2022-03-16 · last AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[Aestas16's solution](#)

208.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Aestas16's solution](#)

209.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Aestas16's solution](#)

210.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Aestas16's solution](#)

211.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Aestas16's solution](#)

212.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Aestas16's solution](#)

213.

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Aestas16's solution](#)

214.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp

[Aestas16's solution](#)

215.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2021-06-12 · last AC: 2021-06-12 · GNU C++11 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Aestas16's solution](#)

216.

1536D

[Omkar and Medians](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-06 · last AC: 2021-06-06 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[Aestas16's solution](#)

217.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-06 · last AC: 2021-06-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Aestas16's solution](#)

218.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2019-10-21 · last AC: 2021-06-01 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[Aestas16's solution](#)

219.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-05-27 · last AC: 2021-05-27 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[Aestas16's solution](#)

220.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2021-03-08 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Aestas16's solution](#)

221.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Aestas16's solution](#)

222.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-03 · last AC: 2019-10-27 · GNU C++11 (first AC) · Tags: math

[Aestas16's solution](#)

223.

1614D1

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

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[Aestas16's solution](#)

224.

862E

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

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[Aestas16's solution](#)

225.

703D

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

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Aestas16's solution](#)

226.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Aestas16's solution](#)

227.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[Aestas16's solution](#)

228.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Aestas16's solution](#)

229.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · last AC: 2021-07-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Aestas16's solution](#)

230.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Aestas16's solution](#)

231.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-06-23 · last AC: 2021-06-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Aestas16's solution](#)

232.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-14 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: binary search, greedy, math, ternary search

[Aestas16's solution](#)

233.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-14 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[Aestas16's solution](#)

234.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2021-06-07 · last AC: 2021-06-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Aestas16's solution](#)

235.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-27 · last AC: 2021-05-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[Aestas16's solution](#)

236.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Aestas16's solution](#)

237.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[Aestas16's solution](#)

238.

1480D2

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

Rating: 2100 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Aestas16's solution](#)

239.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Aestas16's solution](#)

240.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: binary search, math, sortings, two pointers

[Aestas16's solution](#)

241.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Aestas16's solution](#)

242.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Aestas16's solution](#)

243.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Aestas16's solution](#)

244.

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2200 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Aestas16's solution](#)

245.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[Aestas16's solution](#)

246.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Aestas16's solution](#)

247.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[Aestas16's solution](#)

248.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Aestas16's solution](#)

249.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Aestas16's solution](#)

250.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Aestas16's solution](#)

251.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2021-07-19 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[Aestas16's solution](#)

252.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Aestas16's solution](#)

253.

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Aestas16's solution](#)

254.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Aestas16's solution](#)

255.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Aestas16's solution](#)

256.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Aestas16's solution](#)

257.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2021-06-12 · last AC: 2021-06-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[Aestas16's solution](#)

258.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · last AC: 2021-06-06 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Aestas16's solution](#)

259.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: implementation, math, probabilities, trees

[Aestas16's solution](#)

260.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-29 · last AC: 2021-06-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[Aestas16's solution](#)

261.

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-14 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Aestas16's solution](#)

262.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: binary search, greedy

[Aestas16's solution](#)

263.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Aestas16's solution](#)

264.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Aestas16's solution](#)

265.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2020-01-15 · last AC: 2021-12-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Aestas16's solution](#)

266.

1614D2

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

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · last AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[Aestas16's solution](#)

267.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Aestas16's solution](#)

268.

487C

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

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Aestas16's solution](#)

269.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Aestas16's solution](#)

270.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2021-08-07 · last AC: 2021-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[Aestas16's solution](#)

271.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · last AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[Aestas16's solution](#)

272.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · last AC: 2021-07-18 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[Aestas16's solution](#)

273.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: string suffix structures

[Aestas16's solution](#)

274.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[Aestas16's solution](#)

275.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Aestas16's solution](#)

276.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Aestas16's solution](#)

277.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2021-06-07 · last AC: 2021-06-07 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[Aestas16's solution](#)

278.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · last AC: 2021-06-06 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Aestas16's solution](#)

279.

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Aestas16's solution](#)

280.

1529E

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

Rating: 2300 · first AC: 2021-05-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Aestas16's solution](#)

281.

845G

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

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math

[Aestas16's solution](#)

282.

898F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2020-08-04 · GNU C++11 (first AC) · Tags: brute force, hashing, math

[Aestas16's solution](#)

283.

438D

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

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: data structures, math

[Aestas16's solution](#)

284.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Aestas16's solution](#)

285.

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Aestas16's solution](#)

286.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Aestas16's solution](#)

287.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Aestas16's solution](#)

288.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Aestas16's solution](#)

289.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Aestas16's solution](#)

290.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Aestas16's solution](#)

291.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2021-07-09 · last AC: 2021-07-10 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[Aestas16's solution](#)

292.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · last AC: 2021-06-01 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[Aestas16's solution](#)

293.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-31 · last AC: 2021-06-01 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Aestas16's solution](#)

294.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: data structures, dp

[Aestas16's solution](#)

295.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2020-12-11 · last AC: 2020-12-11 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[Aestas16's solution](#)

296.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-26 · last AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Aestas16's solution](#)

297.

1711E

[XOR Triangle](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Aestas16's solution](#)

298.

1186E

[Vus the Cossack and a Field](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, implementation, math

[Aestas16's solution](#)

299.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-12-18 · last AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[Aestas16's solution](#)

300.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Aestas16's solution](#)

301.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[Aestas16's solution](#)

302.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Aestas16's solution](#)

303.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Aestas16's solution](#)

304.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, dsu, graphs

[Aestas16's solution](#)

305.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[Aestas16's solution](#)

306.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[Aestas16's solution](#)

307.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Aestas16's solution](#)

308.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[Aestas16's solution](#)

309.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[Aestas16's solution](#)

310.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Aestas16's solution](#)

311.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Aestas16's solution](#)

312.

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Aestas16's solution](#)

313.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · last AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[Aestas16's solution](#)

314.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[Aestas16's solution](#)

315.

1534F1

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

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[Aestas16's solution](#)

316.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2021-06-12 · last AC: 2021-06-12 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Aestas16's solution](#)

317.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-09 · last AC: 2021-06-01 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Aestas16's solution](#)

318.

1528D

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

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Aestas16's solution](#)

319.

1529F

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

Rating: 2500 · first AC: 2021-05-25 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Aestas16's solution](#)

320.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2021-03-21 · last AC: 2021-05-24 · GNU C++11 (first AC) · Tags: data structures, probabilities

[Aestas16's solution](#)

321.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: data structures, math

[Aestas16's solution](#)

322.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[Aestas16's solution](#)

323.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows

[Aestas16's solution](#)

324.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2021-12-21 · last AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[Aestas16's solution](#)

325.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[Aestas16's solution](#)

326.

3D

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

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2021-11-22 · last AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Aestas16's solution](#)

327.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths
[Aestas16's solution](#)

328.

1558D

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

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-26 · last AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures
[Aestas16's solution](#)

329.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, number theory
[Aestas16's solution](#)

330.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: math
[Aestas16's solution](#)

331.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[Aestas16's solution](#)

332.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[Aestas16's solution](#)

333.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2019-08-17 · last AC: 2021-06-07 · GNU C++11 (first AC) · Tags: data structures, probabilities
[Aestas16's solution](#)

334.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-07 · last AC: 2021-06-07 · GNU C++11 (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[Aestas16's solution](#)

335.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-31 · last AC: 2021-06-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[Aestas16's solution](#)

336.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Aestas16's solution](#)

337.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2021-08-02 · last AC: 2021-08-02 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Aestas16's solution](#)

338.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2021-07-19 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[Aestas16's solution](#)

339.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[Aestas16's solution](#)

340.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2020-08-23 · last AC: 2020-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[Aestas16's solution](#)

341.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Aestas16's solution](#)

342.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Aestas16's solution](#)

343.

1039D

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

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2020-03-25 · last AC: 2021-12-13 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[Aestas16's solution](#)

344.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2021-12-11 · last AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Aestas16's solution](#)

345.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Aestas16's solution](#)

346.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[Aestas16's solution](#)

347.

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2020-09-21 · GNU C++11 (first AC) · Tags: data structures, greedy

[Aestas16's solution](#)

348.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[Aestas16's solution](#)

349.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[Aestas16's solution](#)

350.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Aestas16's solution](#)

351.

505E

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

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2021-09-20 · last AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Aestas16's solution](#)

352.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, matrices

[Aestas16's solution](#)

353.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2021-12-18 · last AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Aestas16's solution](#)

354.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Aestas16's solution](#)

355.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, two pointers

[Aestas16's solution](#)

356.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Aestas16's solution](#)

357.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Aestas16's solution](#)

358.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[Aestas16's solution](#)

359.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-25 · last AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Aestas16's solution](#)

360.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[Aestas16's solution](#)

361.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2021-06-12 · last AC: 2021-06-12 · GNU C++11 (first AC) · Tags: interactive, probabilities, trees

[Aestas16's solution](#)

362.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Aestas16's solution](#)

363.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: brute force, dp, graphs, greedy

[Aestas16's solution](#)

364.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[Aestas16's solution](#)

365.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2021-12-11 · last AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Aestas16's solution](#)

366.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2021-12-10 · last AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Aestas16's solution](#)

367.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2021-05-31 · last AC: 2021-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Aestas16's solution](#)

368.

1149E

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

Quality: 665 global accepts · Rating: 3200 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs

[Aestas16's solution](#)

369.

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Aestas16's solution](#)

370.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Aestas16's solution](#)

371.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2021-12-11 · last AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing

[Aestas16's solution](#)

372.

843D

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

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Aestas16's solution](#)

373.

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2021-12-18 · last AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, two pointers

[Aestas16's solution](#)

374.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: dp, math

[Aestas16's solution](#)

375.

105891A

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aestas16's solution](#)

376.

105901M

[Flight Tracker](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · last AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aestas16's solution](#)

377.

105901G

[Path Summing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aestas16's solution](#)

378.

105901L

[Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aestas16's solution](#)

379.

105901I

[Bingo 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aestas16's solution](#)

380.

105901A

[Problem Setting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aestas16's solution](#)

381.

104976F

[Top Cluster](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aestas16's solution](#)

382.

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Aestas16's solution](#)

383.

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aestas16's solution](#)

384.

104976D

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

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aestas16's solution](#)

385.

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aestas16's solution](#)

386.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aestas16's solution](#)

387.

105486J

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

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aestas16's solution](#)

388.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aestas16's solution](#)

389.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aestas16's solution](#)

390.

105486L

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

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aestas16's solution](#)

391.

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aestas16's solution](#)

392.

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Aestas16's solution](#)

393.

105484G

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