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Unique solved — Akie- -

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

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

Filters: none

Count: 1,454

1.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,733 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Akie-_'s solution](#)

2.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,781 global accepts · Rating: 800 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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3.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,350 global accepts · Rating: 800 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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4.

2084A

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Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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5.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

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6.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math

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7.

2048A

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8.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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9.

2007A

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10.

1994A

[Diverse Game](#) · [Tutorial](#)

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11.

1983A

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12.

1982A

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13.

1761A

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14.

1750B

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15.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

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16.

1746B

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17.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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18.

1738A

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19.

1696A

[NIT orz!](#) · [Tutorial](#)

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20.

1684B

[Z mod X = C](#) · [Tutorial](#)

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21.

1684A

[Digit Minimization](#) · [Tutorial](#)

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22.

1672B

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23.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, math

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24.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

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25.

1654B

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26.

1654A

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[Akie-_'s solution](#)

27.

1638A

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28.

1637A

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29.

1608A

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[Akie-_'s solution](#)

30.

1586A

[Windblume Ode](#) · [Tutorial](#)

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[Akie-_'s solution](#)

31.

1498A

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Quality: 24,712 global accepts · Rating: 800 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: brute force, math

[Akie-_'s solution](#)

32.

1487A

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33.

1481A

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34.

1435A

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35.

1348A

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36.

1304A

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37.

1301A

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38.

1303A

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39.

1285A

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40.

1284A

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41.

1255A

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42.

1243A

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43.

1244A

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44.

1209A

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45.

1206A

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46.

1196A

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[Akie-_'s solution](#)

47.

620A

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48.

609A

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49.

1191A

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50.

1186A

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51.

1173A

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52.

1148A

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[Akie-_'s solution](#)

- 53.**
1130A
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Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-03-16 · MS C++ 2017 (first AC) · Tags: implementation
[Akie-_'s solution](#)
- 54.**
1136A
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[Akie-_'s solution](#)
- 55.**
1106A
[Lunar New Year and Cross Counting](#) · [Tutorial](#)
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- 56.**
1118A
[Water Buying](#) · [Tutorial](#)
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- 57.**
1131A
[Sea Battle](#) · [Tutorial](#)
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[Akie-_'s solution](#)
- 58.**
1114A
[Got Any Grapes?](#) · [Tutorial](#)
Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-11 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
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- 59.**
2178B
[Impost or Sus](#) · [Tutorial](#)
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[Akie-_'s solution](#)
- 60.**
2062B
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[Akie-_'s solution](#)
- 61.**
2048B
[Kevin and Permutation](#) · [Tutorial](#)
Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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- 62.**
2035B
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- 63.**
2007B
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64.

1696B

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65.

1419A

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66.

1373B

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67.

1354A

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68.

1313A

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69.

1204B

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70.

1295A

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Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: greedy

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71.

1267B

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Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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72.

1247A

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

Rating: 900 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: math

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73.

1206B

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74.

1197A

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

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75.

616A

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Quality: 10,830 global accepts · Rating: 900 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: implementation, strings

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76.

598A

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Quality: 32,217 global accepts · Rating: 900 · first AC: 2019-07-11 · GNU C++11 (first AC) · Tags: math

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77.

1106C

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78.

1132B

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79.

1113A

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80.

1110A

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81.

1761B

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Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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82.

1485A

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Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[Akie-_'s solution](#)

83.

1476A

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84.

1373A

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[Akie-_'s solution](#)

85.

1204A

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Quality: 22,315 global accepts · Rating: 1000 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: math

[Akie-_'s solution](#)

86.

1277A

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[Akie-_'s solution](#)

87.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Akie-_'s solution](#)

88.

1266A

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[Akie-_'s solution](#)

89.

1243B1

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90.

1245A

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Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: math, number theory

[Akie-_'s solution](#)

91.

1247B1

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

Rating: 1000 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: implementation

[Akie-_'s solution](#)

92.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: implementation, math

[Akie-_'s solution](#)

93.

1244B

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

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94.

1199B

[Water Lily](#) · [Tutorial](#)

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[Akie-_'s solution](#)

95.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,296 global accepts · Rating: 1000 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: implementation

[Akie-_'s solution](#)

96.

1197B

[Pillars](#) · [Tutorial](#)

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

[Akie-_'s solution](#)

97.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: sortings

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98.

1195A

[Drinks Choosing](#) · [Tutorial](#)

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[Akie-_'s solution](#)

99.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[Akie-_'s solution](#)

100.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: implementation

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101.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: games, greedy

[Akie-_'s solution](#)

102.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: greedy, math

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103.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: brute force, math

[Akie-_'s solution](#)

104.

1136B

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Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-16 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math

[Akie-_'s solution](#)

105.

1051B

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

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-21 · last AC: 2018-09-21 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Akie-_'s solution](#)

106.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,222 global accepts · Rating: 1000 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: math

[Akie-_'s solution](#)

107.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,128 global accepts · Rating: 1100 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Akie-_'s solution](#)

108.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Akie-_'s solution](#)

109.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[Akie-_'s solution](#)

110.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Akie-_'s solution](#)

111.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Akie-_'s solution](#)

112.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Akie-_'s solution](#)

113.

1656B

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

Quality: 26,808 global accepts · Rating: 1100 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[Akie-_'s solution](#)

114.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[Akie-_'s solution](#)

115.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Akie-_'s solution](#)

116.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Akie-_'s solution](#)

117.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-14 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Akie-_'s solution](#)

118.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Akie-_'s solution](#)

119.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,998 global accepts · Rating: 1100 · first AC: 2020-06-14 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[Akie-_'s solution](#)

120.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Akie-_'s solution](#)

121.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: math

[Akie-_'s solution](#)

122.

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: greedy, math

[Akie-_'s solution](#)

123.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-11-22 · GNU C++11 (first AC) · Tags: graphs, implementation

[Akie-_'s solution](#)

124.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Akie-_'s solution](#)

125.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,886 global accepts · Rating: 1100 · first AC: 2019-07-28 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Akie-_'s solution](#)

126.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: implementation, sortings

[Akie-_'s solution](#)

127.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Akie-_'s solution](#)

128.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

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

[Akie-_'s solution](#)

129.

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: greedy, implementation

[Akje- 's solution](#)

130.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,826 global accepts · Rating: 1100 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: implementation

[Akje- 's solution](#)

131.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Akje- 's solution](#)

132.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,699 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Akje- 's solution](#)

133.

2062C

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

Quality: 18,389 global accepts · Rating: 1200 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Akje- 's solution](#)

134.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Akje- 's solution](#)

135.

2046A

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

Quality: 16,809 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Akje- 's solution](#)

136.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Akje- 's solution](#)

137.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,901 global accepts · Rating: 1200 · first AC: 2024-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Akje- 's solution](#)

138.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,756 global accepts · Rating: 1200 · first AC: 2024-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[Akje- 's solution](#)

139.

1738B

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

Quality: 18,793 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Akie-_'s solution](#)

140.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Akie-_'s solution](#)

141.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Akie-_'s solution](#)

142.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Akie-_'s solution](#)

143.

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

[Akie-_'s solution](#)

144.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Akie-_'s solution](#)

145.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: brute force, graphs, implementation

[Akie-_'s solution](#)

146.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,690 global accepts · Rating: 1200 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: math, number theory

[Akie-_'s solution](#)

147.

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

[Akie-_'s solution](#)

148.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[Akie-_'s solution](#)

149.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,288 global accepts · Rating: 1200 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, two pointers

[Akie-_'s solution](#)

150.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,046 global accepts · Rating: 1200 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: greedy, number theory

[Akie-_'s solution](#)

151.

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms

[Akie-_'s solution](#)

152.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[Akie-_'s solution](#)

153.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Akie-_'s solution](#)

154.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

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

[Akie-_'s solution](#)

155.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: —

[Akie-_'s solution](#)

156.

612B

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

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: implementation, math

[Akie-_'s solution](#)

157.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force, implementation

[Akie-_'s solution](#)

158.

1150C

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

Rating: 1200 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Akie-_'s solution](#)

159.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Akie-_'s solution](#)

160.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-03-16 · MS C++ 2017 (first AC) · Tags: greedy

[Akie-_'s solution](#)

161.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[Akie-_'s solution](#)

162.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: implementation

[Akie-_'s solution](#)

163.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,699 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[Akie-_'s solution](#)

164.

1753A1

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

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

[Akie-_'s solution](#)

165.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Akie-_'s solution](#)

166.

1667A

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

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

[Akie-_'s solution](#)

167.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math

[Akie-_'s solution](#)

168.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,349 global accepts · Rating: 1300 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Akie-_'s solution](#)

169.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[Akie-_'s solution](#)

170.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: math

[Akie-_'s solution](#)

171.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,956 global accepts · Rating: 1300 · first AC: 2020-06-14 · GNU C++11 (first AC) · Tags: math, two pointers

[Akje-_'s solution](#)

172.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,829 global accepts · Rating: 1300 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[Akje-_'s solution](#)

173.

1247B2

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

Rating: 1300 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: implementation, two pointers

[Akje-_'s solution](#)

174.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers

[Akje-_'s solution](#)

175.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Akje-_'s solution](#)

176.

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: implementation, number theory, strings

[Akje-_'s solution](#)

177.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: implementation

[Akje-_'s solution](#)

178.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,242 global accepts · Rating: 1300 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Akje-_'s solution](#)

179.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,227 global accepts · Rating: 1300 · first AC: 2019-07-21 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[Akje-_'s solution](#)

180.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2019-07-15 · GNU C++11 (first AC) · Tags: implementation, strings

[Akje-_'s solution](#)

181.

612A

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

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Akje-_'s solution](#)

182.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,168 global accepts · Rating: 1300 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[Akie-_'s solution](#)

183.

598B

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

Quality: 12,201 global accepts · Rating: 1300 · first AC: 2019-07-11 · GNU C++11 (first AC) · Tags: implementation, strings

[Akie-_'s solution](#)

184.

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

[Akie-_'s solution](#)

185.

1113B

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

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-02-22 · GNU C++11 (first AC) · Tags: greedy, number theory

[Akie-_'s solution](#)

186.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-16 · GNU C++11 (first AC) · Tags: binary search, math

[Akie-_'s solution](#)

187.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2018-11-01 · last AC: 2018-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms

[Akie-_'s solution](#)

188.

41C

[Email address](#) · [Tutorial](#)

Quality: 4,195 global accepts · Rating: 1300 · first AC: 2018-10-27 · GNU C++11 (first AC) · Tags: expression parsing, implementation

[Akie-_'s solution](#)

189.

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2018-10-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[Akie-_'s solution](#)

190.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Akie-_'s solution](#)

191.

2190B1

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

Quality: 10,675 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Akie-_'s solution](#)

192.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1400 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Akie-_'s solution](#)

193.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[Akie-_'s solution](#)

194.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[Akie-_'s solution](#)

195.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Akie-_'s solution](#)

196.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Akie-_'s solution](#)

197.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[Akie-_'s solution](#)

198.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Akie-_'s solution](#)

199.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Akie-_'s solution](#)

200.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Akie-_'s solution](#)

201.

1654C

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

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

[Akie-_'s solution](#)

202.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Akie-_'s solution](#)

203.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Akie-_'s solution](#)

204.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, geometry, math, ternary search

[Akie-_'s solution](#)

205.

1348B

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

Quality: 27,489 global accepts · Rating: 1400 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Akie-_'s solution](#)

206.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2020-04-30 · GNU C++11 (first AC) · Tags: dfs and similar, dsu

[Akie-_'s solution](#)

207.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: math

[Akie-_'s solution](#)

208.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: implementation, math

[Akie-_'s solution](#)

209.

1279C

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

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: data structures, implementation

[Akie-_'s solution](#)

210.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Akie-_'s solution](#)

211.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,138 global accepts · Rating: 1400 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Akie-_'s solution](#)

212.

1284B

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

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

[Akie-_'s solution](#)

213.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2020-01-01 · GNU C++11 (first AC) · Tags: dp, greedy

[Akie-_'s solution](#)

214.

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[Akie-_'s solution](#)

215.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: greedy, implementation

[Akie-_'s solution](#)

216.

1245C

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

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: dp

[Akie-_'s solution](#)

217.

1215B

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

Quality: 18,350 global accepts · Rating: 1400 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation

[Akie-_'s solution](#)

218.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2019-07-28 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[Akie-_'s solution](#)

219.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: greedy, sortings

[Akie-_'s solution](#)

220.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: brute force

[Akie-_'s solution](#)

221.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: implementation, math

[Akie-_'s solution](#)

222.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Akie-_'s solution](#)

223.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: dp

[Akie-_'s solution](#)

224.

612C

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

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: data structures, expression parsing, math

[Akie-_'s solution](#)

225.

1191C

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: implementation

[Akie-_'s solution](#)

226.

1183D

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

Quality: 20,424 global accepts · Rating: 1400 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: greedy, sortings

[Akie-_'s solution](#)

227.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,709 global accepts · Rating: 1400 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[Akie-_'s solution](#)

228.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,594 global accepts · Rating: 1400 · first AC: 2019-02-07 · last AC: 2019-05-13 · GNU C++11 (first AC) · Tags: greedy, sortings

[Akie-_'s solution](#)

229.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Akie-_'s solution](#)

230.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2019-03-16 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu

[Akie-_'s solution](#)

231.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-03-14 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dp, greedy

[Akie-_'s solution](#)

232.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[Akie-_'s solution](#)

233.

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 1400 · first AC: 2018-11-03 · GNU C++11 (first AC) · Tags: graphs

[Akie-_'s solution](#)

234.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,957 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Akie-_'s solution](#)

235.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Akie-_'s solution](#)

236.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,897 global accepts · Rating: 1500 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Akie-_'s solution](#)

237.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Akie-_'s solution](#)

238.

1738C

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

Quality: 12,775 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[Akie-_'s solution](#)

239.

1545A

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

Quality: 14,883 global accepts · Rating: 1500 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Akie-_'s solution](#)

240.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[Akie-_'s solution](#)

241.

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

[Akie-_'s solution](#)

242.

1379B

[Dubious Crypto](#) · [Tutorial](#)

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

[Akie-_'s solution](#)

243.

1379A

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

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

[Akie-_'s solution](#)

244.

1366C

[Palindromic Paths](#) · [Tutorial](#)

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-14 · GNU C++11 (first AC) · Tags: greedy, math

[Akie-_'s solution](#)

245.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-05-30 · GNU C++11 (first AC) · Tags: greedy, math

[Akie-_'s solution](#)

246.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[Akie-_'s solution](#)

247.

1304C

[Air Conditioner](#) · [Tutorial](#)

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

[Akie-_'s solution](#)

248.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search

[Akie-_'s solution](#)

249.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[Akie-_'s solution](#)

250.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Akie-_'s solution](#)

251.

1179A

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

Quality: 11,798 global accepts · Rating: 1500 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: data structures, implementation

[Akie-_'s solution](#)

252.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[Akie-_'s solution](#)

253.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Akie-_'s solution](#)

254.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,937 global accepts · Rating: 1500 · first AC: 2019-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Akie-_'s solution](#)

255.

1243C

[Tile Painting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: number theory

[Akie-_'s solution](#)

256.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Akie-_'s solution](#)

257.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[Akie-_'s solution](#)

258.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: greedy, sortings

[Akie-_'s solution](#)

259.

825D

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

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[Akie-_'s solution](#)

260.

1196D1

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

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

[Akie-_'s solution](#)

261.

1196C

[Robot Breakout](#) · [Tutorial](#)

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

[Akie-_'s solution](#)

262.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,889 global accepts · Rating: 1500 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[Akie-_'s solution](#)

263.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Akie-_'s solution](#)

264.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Akie-_'s solution](#)

265.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: greedy

[Akie-_'s solution](#)

266.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: implementation, math

[Akie-_'s solution](#)

267.

1186D

[Yus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Akie-_'s solution](#)

268.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1500 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[Akie-_'s solution](#)

269.

1163B1

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

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: data structures, implementation

[Akie-_'s solution](#)

270.

1166C

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

Quality: 11,034 global accepts · Rating: 1500 · first AC: 2019-05-22 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[Akie-_'s solution](#)

271.

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2019-04-07 · last AC: 2019-05-13 · GNU C++11 (first AC) · Tags: dfs and similar

[Akie-_'s solution](#)

272.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-11 · last AC: 2019-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Akie-_'s solution](#)

273.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,452 global accepts · Rating: 1500 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: hashing, math, number theory

[Akie-_'s solution](#)

274.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Akie-_'s solution](#)

275.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-16 · MS C++ 2017 (first AC) · Tags: constructive algorithms, sortings

[Akie-_'s solution](#)

276.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[Akie-_'s solution](#)

277.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Akie-_'s solution](#)

278.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,810 global accepts · Rating: 1600 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[Akie-_'s solution](#)

279.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[Akie-_'s solution](#)

280.

2084D

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

Quality: 8,442 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Akie-_'s solution](#)

281.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[Akie-_'s solution](#)

282.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[Akie-_'s solution](#)

283.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Akie-_'s solution](#)

284.

2046B

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

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Akie-_'s solution](#)

285.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[Akie-_'s solution](#)

286.

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Akie-_'s solution](#)

287.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Akie-_'s solution](#)

288.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Akie-_'s solution](#)

289.

1567C

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

Quality: 13,155 global accepts · Rating: 1600 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Akie-_'s solution](#)

290.

1498C

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

Quality: 12,120 global accepts · Rating: 1600 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[Akie-_'s solution](#)

291.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[Akie-_'s solution](#)

292.

1476C

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

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[Akie-_'s solution](#)

293.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,295 global accepts · Rating: 1600 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: math, number theory

[Akie-_'s solution](#)

294.

1395C

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

Quality: 15,210 global accepts · Rating: 1600 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[Akie-_'s solution](#)

295.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Akie-_'s solution](#)

296.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Akie-_'s solution](#)

297.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[Akie-_'s solution](#)

298.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: greedy

[Akie-_'s solution](#)

299.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Akie-_'s solution](#)

300.

1295C

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

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Akie-_'s solution](#)

301.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2020-01-28 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, math

[Akie-_'s solution](#)

302.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-23 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Akie-_'s solution](#)

303.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2020-01-23 · GNU C++11 (first AC) · Tags: greedy

[Akie-_'s solution](#)

304.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2020-01-15 · GNU C++11 (first AC) · Tags: data structures, implementation

[Akie-_'s solution](#)

305.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: combinatorics, math

[Akie-_'s solution](#)

306.

1262D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: data structures, greedy

[Akie-_'s solution](#)

307.

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2019-11-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Akie-_'s solution](#)

308.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1600 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: binary search, greedy
[Akie-_'s solution](#)

309.

1096C

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

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: brute force, geometry
[Akie-_'s solution](#)

310.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2019-11-09 · GNU C++11 (first AC) · Tags: greedy, two pointers
[Akie-_'s solution](#)

311.

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2019-11-09 · GNU C++11 (first AC) · Tags: strings
[Akie-_'s solution](#)

312.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: —
[Akie-_'s solution](#)

313.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[Akie-_'s solution](#)

314.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-12 · GNU C++11 (first AC) · Tags: dp, greedy, math
[Akie-_'s solution](#)

315.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: greedy, hashing, strings
[Akie-_'s solution](#)

316.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: implementation, sortings
[Akie-_'s solution](#)

317.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-07 · GNU C++11 (first AC) · Tags: greedy, math
[Akie-_'s solution](#)

318.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: greedy, two pointers
[Akie-_'s solution](#)

319.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: math

[Akie-_'s solution](#)

320.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: greedy, sortings

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321.

138A

[Literature Lesson](#) · [Tutorial](#)

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2019-08-12 · last AC: 2019-08-13 · GNU C++11 (first AC) · Tags: implementation

[Akie-_'s solution](#)

322.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: data structures, expression parsing, implementation

[Akie-_'s solution](#)

323.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy

[Akie-_'s solution](#)

324.

888D

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

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2019-08-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Akie-_'s solution](#)

325.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: data structures, implementation

[Akie-_'s solution](#)

326.

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: two pointers

[Akie-_'s solution](#)

327.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: implementation

[Akie-_'s solution](#)

328.

1196D2

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

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

[Akie-_'s solution](#)

329.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: implementation

[Akie-_'s solution](#)

330.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1600 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[Akie-_'s solution](#)

331.

616D

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

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[Akie-_'s solution](#)

332.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: dfs and similar

[Akie-_'s solution](#)

333.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: implementation, strings

[Akie-_'s solution](#)

334.

1121C

[System Testing](#) · [Tutorial](#)

Quality: 2,120 global accepts · Rating: 1600 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: implementation

[Akie-_'s solution](#)

335.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: trees

[Akie-_'s solution](#)

336.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers

[Akie-_'s solution](#)

337.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2019-05-22 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[Akie-_'s solution](#)

338.

1163B2

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

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2019-05-16 · GNU C++11 (first AC) · Tags: data structures, implementation

[Akie-_'s solution](#)

339.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: math, number theory

[Akie-_'s solution](#)

340.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: graphs

[Akie-_'s solution](#)

341.

1113C

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: —

[Akie-_'s solution](#)

342.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-23 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[Akie-_'s solution](#)

343.

260B

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Quality: 4,090 global accepts · Rating: 1600 · first AC: 2018-10-29 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Akie-_'s solution](#)

344.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,648 global accepts · Rating: 1600 · first AC: 2018-10-01 · GNU C++11 (first AC) · Tags: binary search, number theory, two pointers

[Akie-_'s solution](#)

345.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,315 global accepts · Rating: 1600 · first AC: 2018-10-01 · GNU C++11 (first AC) · Tags: implementation, math

[Akie-_'s solution](#)

346.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 1700 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[Akie-_'s solution](#)

347.

2178D

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Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Akie-_'s solution](#)

348.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Akie-_'s solution](#)

349.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[Akie-_'s solution](#)

350.

2089A

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

Quality: 7,195 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Akie-_'s solution](#)

351.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Akie-_'s solution](#)

352.

1628B

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Quality: 12,715 global accepts · Rating: 1700 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Akie-_'s solution](#)

353.

2031D

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

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Akie-_'s solution](#)

354.

2007D

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

Rating: 1700 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs, greedy, trees

[Akie-_'s solution](#)

355.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Akie-_'s solution](#)

356.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Akie-_'s solution](#)

357.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Akie-_'s solution](#)

358.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Akie-_'s solution](#)

359.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Akie-_'s solution](#)

360.

1672D

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Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Akie-_'s solution](#)

361.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Akies solution](#)

362.

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

[Akies solution](#)

363.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Akies solution](#)

364.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Akies solution](#)

365.

1579F

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

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[Akies solution](#)

366.

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Akies solution](#)

367.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[Akies solution](#)

368.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, implementation

[Akies solution](#)

369.

1435D

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: data structures, greedy, schedules

[Akies solution](#)

370.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-30 · GNU C++11 (first AC) · Tags: binary search, math

[Akies solution](#)

371.

1340B

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Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-28 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, greedy
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372.

1329B

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Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, math
[Akie-_'s solution](#)

373.

1312D

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Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: combinatorics, math
[Akie-_'s solution](#)

374.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Akie-_'s solution](#)

375.

1301C

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Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: binary search, combinatorics, greedy, math, strings
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376.

1295B

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Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: math, strings
[Akie-_'s solution](#)

377.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation
[Akie-_'s solution](#)

378.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-01-01 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation
[Akie-_'s solution](#)

379.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 1700 · first AC: 2019-12-31 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities
[Akie-_'s solution](#)

380.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[Akie-_'s solution](#)

381.

1280A

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Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: implementation, math

[Akje-_'s solution](#)

382.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: greedy

[Akje-_'s solution](#)

383.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Akje-_'s solution](#)

384.

1262C

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Akje-_'s solution](#)

385.

1255D

[Feeding Chicken](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-22 · GNU C++11 (first AC) · Tags: greedy, implementation

[Akje-_'s solution](#)

386.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,250 global accepts · Rating: 1700 · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Akje-_'s solution](#)

387.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Akje-_'s solution](#)

388.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2019-11-09 · GNU C++11 (first AC) · Tags: dp, greedy

[Akje-_'s solution](#)

389.

1248C

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

Rating: 1700 · first AC: 2019-10-25 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Akje-_'s solution](#)

390.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy

[Akje-_'s solution](#)

391.

1228C

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Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-30 · GNU C++11 (first AC) · Tags: math, number theory

[Akie-_'s solution](#)

392.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Quality: 1700 · first AC: 2019-09-27 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[Akie-_'s solution](#)

393.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: games, greedy, math

[Akie-_'s solution](#)

394.

1209D

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Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Akie-_'s solution](#)

395.

1217C

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Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-07 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force

[Akie-_'s solution](#)

396.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[Akie-_'s solution](#)

397.

1102E

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Quality: 6,921 global accepts · Rating: 1700 · first AC: 2019-08-19 · GNU C++11 (first AC) · Tags: combinatorics, sortings

[Akie-_'s solution](#)

398.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2019-08-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Akie-_'s solution](#)

399.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy

[Akie-_'s solution](#)

400.

126B

[Password](#) · [Tutorial](#)

Quality: 24,768 global accepts · Rating: 1700 · first AC: 2019-08-15 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Akie-_'s solution](#)

401.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-09 · GNU C++11 (first AC) · Tags: brute force, dp, shortest paths

[Akie-_'s solution](#)

402.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2019-08-03 · GNU C++11 (first AC) · Tags: greedy, math

[Akie-_'s solution](#)

403.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2019-08-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[Akie-_'s solution](#)

404.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: data structures, implementation

[Akie-_'s solution](#)

405.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2019-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[Akie-_'s solution](#)

406.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Akie-_'s solution](#)

407.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,328 global accepts · Rating: 1700 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Akie-_'s solution](#)

408.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Akie-_'s solution](#)

409.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math

[Akie-_'s solution](#)

410.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: math, number theory

[Akie-_'s solution](#)

411.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,431 global accepts · Rating: 1700 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: sortings, strings

[Akie-_'s solution](#)

412.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: data structures, implementation

[Akie-_'s solution](#)

413.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-15 · GNU C++11 (first AC) · Tags: games, math

[Akie-_'s solution](#)

414.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2019-07-11 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Akie-_'s solution](#)

415.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[Akie-_'s solution](#)

416.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Akie-_'s solution](#)

417.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-30 · GNU C++11 (first AC) · Tags: binary search, greedy

[Akie-_'s solution](#)

418.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2019-03-23 · last AC: 2019-05-13 · GNU C++11 (first AC) · Tags: math

[Akie-_'s solution](#)

419.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-03-11 · last AC: 2019-05-13 · MS C++ 2017 (first AC) · Tags: constructive algorithms, implementation

[Akie-_'s solution](#)

420.

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-09 · last AC: 2019-05-13 · GNU C++11 (first AC) · Tags: brute force

[Akie-_'s solution](#)

421.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-03-02 · last AC: 2019-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu

[Akie-_'s solution](#)

422.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-24 · last AC: 2019-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Akie-_'s solution](#)

423.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2018-09-21 · last AC: 2019-05-11 · GNU C++11 (first AC) · Tags: dp, implementation, math

[Akie-_'s solution](#)

424.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-05-08 · GNU C++11 (first AC) · Tags: bitmasks, graphs, interactive

[Akie-_'s solution](#)

425.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: binary search, brute force, divide and conquer, math

[Akie-_'s solution](#)

426.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-30 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[Akie-_'s solution](#)

427.

1157C2

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

Quality: 9,081 global accepts · Rating: 1700 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: greedy

[Akie-_'s solution](#)

428.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-04-20 · GNU C++11 (first AC) · Tags: brute force, greedy

[Akie-_'s solution](#)

429.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: greedy, strings

[Akie-_'s solution](#)

430.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,119 global accepts · Rating: 1700 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Akie-_'s solution](#)

431.

339D

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

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: data structures, trees

[Akie-_'s solution](#)

432.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: binary search, greedy

[Akie-_'s solution](#)

433.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1700 · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: brute force, greedy

[Akie-_'s solution](#)

434.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[Akie-_'s solution](#)

435.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,113 global accepts · Rating: 1700 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: dp, sortings

[Akie-_'s solution](#)

436.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1800 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Akie-_'s solution](#)

437.

2208D1

[Tree Orientation \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[Akie-_'s solution](#)

438.

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Akie-_'s solution](#)

439.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Akie-_'s solution](#)

440.

2007E

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

Rating: 1800 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[Akie-_'s solution](#)

441.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Akie-_'s solution](#)

442.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1800 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Akie-_'s solution](#)

443.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Akie-_'s solution](#)

444.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Akie-_'s solution](#)

445.

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

[Akie-_'s solution](#)

446.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,179 global accepts · Rating: 1800 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Akie-_'s solution](#)

447.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: data structures, math, probabilities, two pointers

[Akie-_'s solution](#)

448.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,936 global accepts · Rating: 1800 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Akie-_'s solution](#)

449.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: dp, greedy, sortings, two pointers

[Akie-_'s solution](#)

450.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-28 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Akie-_'s solution](#)

451.

300C

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-04-22 · GNU C++11 (first AC) · Tags: brute force, combinatorics

[Akie-_'s solution](#)

452.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Akie-_'s solution](#)

453.

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, trees

[Akie-_'s solution](#)

454.

1326D2

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

Quality: 11,757 global accepts · Rating: 1800 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Akie-_'s solution](#)

455.

1327E

[Count The Blocks · Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Akie-_'s solution](#)

456.

1042D

[Petya and Array · Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, two pointers

[Akie-_'s solution](#)

457.

1304D

[Shortest and Longest LIS · Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[Akie-_'s solution](#)

458.

1286A

[Garland · Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Akie-_'s solution](#)

459.

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[Akie-_'s solution](#)

460.

1290B

[Irreducible Anagrams · Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Akie-_'s solution](#)

461.

1295D

[Same GCDs · Tutorial](#)

Quality: 10,218 global accepts · Rating: 1800 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, number theory

[Akie-_'s solution](#)

462.

813B

[The Golden Age · Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2020-01-28 · GNU C++11 (first AC) · Tags: brute force, math

[Akie-_'s solution](#)

463.

911D

[Inversion Counting · Tutorial](#)

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2020-01-25 · GNU C++11 (first AC) · Tags: brute force, math

[Akie-_'s solution](#)

464.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[Akie-_'s solution](#)

465.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Akie-_'s solution](#)

466.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Akie-_'s solution](#)

467.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[Akie-_'s solution](#)

468.

1262D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[Akie-_'s solution](#)

469.

1255E1

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

Rating: 1800 · first AC: 2019-11-22 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Akie-_'s solution](#)

470.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: greedy

[Akie-_'s solution](#)

471.

1247D

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: number theory

[Akie-_'s solution](#)

472.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[Akie-_'s solution](#)

473.

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-08 · last AC: 2019-10-01 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[Akie-_'s solution](#)

474.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: dp

[Akie-_'s solution](#)

475.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[Akie-_'s solution](#)

476.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-26 · GNU C++11 (first AC) · Tags: constructive algorithms

[Akie-_'s solution](#)

477.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: combinatorics

[Akie-_'s solution](#)

478.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: binary search, two pointers

[Akie-_'s solution](#)

479.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: dp

[Akie-_'s solution](#)

480.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-08-09 · GNU C++11 (first AC) · Tags: dp, graphs

[Akie-_'s solution](#)

481.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2019-08-06 · GNU C++11 (first AC) · Tags: dp, implementation

[Akie-_'s solution](#)

482.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2019-08-02 · GNU C++11 (first AC) · Tags: dp

[Akie-_'s solution](#)

483.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2019-08-02 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Akie-_'s solution](#)

484.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,028 global accepts · Rating: 1800 · first AC: 2019-08-01 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[Akie-_'s solution](#)

485.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2019-08-01 · GNU C++11 (first AC) · Tags: graphs, implementation

[Akie-_'s solution](#)

486.

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2019-08-01 · GNU C++11 (first AC) · Tags: data structures, implementation

[Akie-_'s solution](#)

487.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2019-08-01 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Akie-_'s solution](#)

488.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, math

[Akie-_'s solution](#)

489.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Akie-_'s solution](#)

490.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[Akie-_'s solution](#)

491.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Akie-_'s solution](#)

492.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Akie-_'s solution](#)

493.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[Akie-_'s solution](#)

494.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers

[Akie-_'s solution](#)

495.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: data structures, sortings

[Akie-_'s solution](#)

496.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: greedy, sortings

[Akie-_'s solution](#)

497.

1191D

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: games, greedy

[Akie-_'s solution](#)

498.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[Akie-_'s solution](#)

499.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: constructive algorithms

[Akie-_'s solution](#)

500.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,702 global accepts · Rating: 1800 · first AC: 2019-06-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[Akie-_'s solution](#)

501.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths, sortings

[Akie-_'s solution](#)

502.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2019-06-02 · GNU C++11 (first AC) · Tags: greedy, sortings

[Akie-_'s solution](#)

503.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy, sortings

[Akie-_'s solution](#)

504.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[Akie-_'s solution](#)

505.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Akie-_'s solution](#)

506.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2019-05-31 · GNU C++11 (first AC) · Tags: dp

[Akie-_'s solution](#)

507.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, hashing, strings
[Akje-_'s solution](#)

508.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[Akje-_'s solution](#)

509.

46D

[Parking Lot](#) · [Tutorial](#)

Quality: 1,094 global accepts · Rating: 1800 · first AC: 2019-04-06 · last AC: 2019-05-13 · GNU C++11 (first AC) · Tags: data structures, implementation
[Akje-_'s solution](#)

510.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2019-04-06 · last AC: 2019-05-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, strings
[Akje-_'s solution](#)

511.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-03-30 · last AC: 2019-05-13 · GNU C++11 (first AC) · Tags: dp, implementation, math, number theory
[Akje-_'s solution](#)

512.

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2019-02-25 · last AC: 2019-05-13 · GNU C++11 (first AC) · Tags: implementation, strings
[Akje-_'s solution](#)

513.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-13 · last AC: 2019-05-13 · GNU C++11 (first AC) · Tags: binary search, sortings
[Akje-_'s solution](#)

514.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-11 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings
[Akje-_'s solution](#)

515.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,442 global accepts · Rating: 1800 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: dp, sortings, two pointers
[Akje-_'s solution](#)

516.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings
[Akje-_'s solution](#)

517.

1151C

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518.

1108E1

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519.

132C

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520.

1118F1

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521.

200D

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523.

3C

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448D

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526.

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527.

2190B2

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528.

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529.

2157E

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530.

2165B

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531.

1866C

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532.

2138B

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533.

2089B1

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534.

2059D

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535.

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536.

2029D

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537.

1285D

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538.

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1656D

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543.

1738D

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1696D

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551.

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191C

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1305D

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1311F

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560.

1313C2

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562.

981D

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563.

1303D

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564.

1120A

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565.

818E

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1277D

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567.

1276B

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568.

1270D

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569.

1264B

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571.

1243D

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572.

1245D

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1251D

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1119E

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1228D

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1220D

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1214D

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1213E

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1141F2

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1208D

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585.

1207E

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1157D

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1206D

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588.

1092F

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589.

535D

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590.

1200D

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591.

1202D

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592.

1175D

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593.

961E

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594.

1000D

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595.

846D

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596.

817D

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597.

808D

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598.

803D

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599.

803C

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792D

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601.

702D

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602.

1197D

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603.

660D

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604.

622D

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605.

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2019-07-10 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[Akje-_'s solution](#)

606.

1168B

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Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: brute force, two pointers

[Akje-_'s solution](#)

607.

1114D

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Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-06-29 · GNU C++11 (first AC) · Tags: dp

[Akje-_'s solution](#)

608.

1183H

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Quality: 3,642 global accepts · Rating: 1900 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: dp, strings

[Akje-_'s solution](#)

609.

1105D

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610.

1181C

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Quality: 3,403 global accepts · Rating: 1900 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, implementation

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611.

1163C2

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Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, math

[Akie-_'s solution](#)

612.

1163C1

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Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: brute force, geometry

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613.

1174D

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Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[Akie-_'s solution](#)

614.

1117C

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Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-03-30 · last AC: 2019-05-13 · GNU C++11 (first AC) · Tags: binary search

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615.

459E

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Quality: 5,971 global accepts · Rating: 1900 · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: dp, sortings

[Akie-_'s solution](#)

616.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Akie-_'s solution](#)

617.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: data structures

[Akie-_'s solution](#)

618.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1900 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Akie-_'s solution](#)

619.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2019-03-23 · GNU C++11 (first AC) · Tags: greedy

[Akie-_'s solution](#)

620.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Akie-_'s solution](#)

621.

2215B

[RReeppeettiitiiioon](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2000 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[Akie-_'s solution](#)

622.

2201C

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

Quality: 1,991 global accepts · Rating: 2000 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[Akie-_'s solution](#)

623.

1183G

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

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Akie-_'s solution](#)

624.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[Akie-_'s solution](#)

625.

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Akie-_'s solution](#)

626.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[Akie-_'s solution](#)

627.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Akie-_'s solution](#)

628.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Akie-_'s solution](#)

629.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Akie-_'s solution](#)

630.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Akie-_'s solution](#)

631.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Akie-_'s solution](#)

632.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, trees

[Akie-_'s solution](#)

633.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Akie-_'s solution](#)

634.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Akie-_'s solution](#)

635.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Akie-_'s solution](#)

636.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Akie-_'s solution](#)

637.

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Akie-_'s solution](#)

638.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Akie-_'s solution](#)

639.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[Akie-_'s solution](#)

640.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Akie-_'s solution](#)

641.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[Akie-_'s solution](#)

642.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Akie-_'s solution](#)

643.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings

[Akie-_'s solution](#)

644.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Akie-_'s solution](#)

645.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Akie-_'s solution](#)

646.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Akie-_'s solution](#)

647.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[Akie-_'s solution](#)

648.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-26 · last AC: 2021-04-26 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Akie-_'s solution](#)

649.

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

[Akie-_'s solution](#)

650.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Akie-_'s solution](#)

651.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: brute force

[Akie-_'s solution](#)

652.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: dp

[Akie-_'s solution](#)

653.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Akie-_'s solution](#)

654.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Akie-_'s solution](#)

655.

1379C

[Choosing flowers](#) · [Tutorial](#)

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

[Akie-_'s solution](#)

656.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Akie-_'s solution](#)

657.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[Akie-_'s solution](#)

658.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-30 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Akie-_'s solution](#)

659.

1359D

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

Quality: 10,732 global accepts · Rating: 2000 · first AC: 2020-05-29 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers

[Akie-_'s solution](#)

660.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Akie-_'s solution](#)

661.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Akie-_'s solution](#)

662.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, brute force, geometry, math

[Akie-_'s solution](#)

663.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[Akie-_'s solution](#)

664.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[Akie-_'s solution](#)

665.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Akie-_'s solution](#)

666.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[Akie-_'s solution](#)

667.

1142B

[Lynrd Skynrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Akie-_'s solution](#)

668.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[Akie-_'s solution](#)

669.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[Akie-_'s solution](#)

670.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Akie-_'s solution](#)

671.

1296E2

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

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: data structures, dp

[Akie-_'s solution](#)

672.

8C

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

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2019-08-05 · last AC: 2020-02-02 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Akie-_'s solution](#)

673.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,653 global accepts · Rating: 2000 · first AC: 2020-01-28 · GNU C++11 (first AC) · Tags: dp, graphs

[Akie-_'s solution](#)

674.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,061 global accepts · Rating: 2000 · first AC: 2020-01-26 · GNU C++11 (first AC) · Tags: data structures, sortings

[Akie-_'s solution](#)

675.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2020-01-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, number theory

[Akie-_'s solution](#)

676.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-01-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[Akie-_'s solution](#)

677.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[Akie-_'s solution](#)

678.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: data structures

[Akie-_'s solution](#)

679.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: binary search, bitmasks, dp

[Akie-_'s solution](#)

680.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2018-12-02 · last AC: 2020-01-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Akie-_'s solution](#)

681.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: dp, greedy, math

[Akie-_'s solution](#)

682.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Akie-_'s solution](#)

683.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,157 global accepts · Rating: 2000 · first AC: 2018-10-03 · last AC: 2019-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Akie-_'s solution](#)

684.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-16 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Akie-_'s solution](#)

685.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,710 global accepts · Rating: 2000 · first AC: 2019-04-13 · last AC: 2019-11-09 · GNU C++11 (first AC) · Tags: dp

[Akie-_'s solution](#)

686.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Akie-_'s solution](#)

687.

1191F

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

Rating: 2000 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Akie-_'s solution](#)

688.

1248D1

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

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2019-10-25 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[Akie-_'s solution](#)

689.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Akie-_'s solution](#)

690.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[Akie-_'s solution](#)

691.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[Akie-_'s solution](#)

692.

1244C

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

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Akie-_'s solution](#)

693.

1241D

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-07 · GNU C++11 (first AC) · Tags: dp, two pointers

[Akie-_'s solution](#)

694.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: math

[Akie-_'s solution](#)

695.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Akie-_'s solution](#)

696.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Akie-_'s solution](#)

697.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[Akie-_'s solution](#)

698.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[Akie-_'s solution](#)

699.

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-08-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Akie-_'s solution](#)

700.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[Akie-_'s solution](#)

701.

1104D

[Game with modulo](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: binary search, interactive, math

[Akie-_'s solution](#)

702.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[Akie-_'s solution](#)

703.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: dp

[Akie-_'s solution](#)

704.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-12 · last AC: 2019-08-12 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Akie-_'s solution](#)

705.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[Akie-_'s solution](#)

706.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2019-08-02 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[Akie-_'s solution](#)

707.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: brute force, implementation

[Akie-_'s solution](#)

708.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[Akie-_'s solution](#)

709.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[Akie-_'s solution](#)

710.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: brute force, dp

[Akie-_'s solution](#)

711.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[Akie-_'s solution](#)

712.

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: brute force, implementation

[Akie-_'s solution](#)

713.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2019-04-06 · last AC: 2019-05-13 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Akie-_'s solution](#)

714.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-05-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Akie-_'s solution](#)

715.

337D

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Quality: 6,907 global accepts · Rating: 2000 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

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716.

31D

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Quality: 1,228 global accepts · Rating: 2000 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: dfs and similar, implementation

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717.

2B

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Quality: 12,948 global accepts · Rating: 2000 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: dp, math

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718.

27E

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719.

292C

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720.

2210D

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721.

2192E

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Quality: 2,081 global accepts · Rating: 2100 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

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722.

2205E

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Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

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723.

1152D

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Quality: 2,579 global accepts · Rating: 2100 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

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724.

2183E

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725.

2163D1

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726.

1866G

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Quality: 2,179 global accepts · Rating: 2100 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy

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727.

1866H

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[Akies solution](#)

728.

2150C

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[Akies solution](#)

729.

2149G

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[Akies solution](#)

730.

2119D

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731.

2115B

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algorithms, dfs and similar, dp, graphs, greedy, trees

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732.

2074G

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Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

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733.

2061F1

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734.

2040E

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Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

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735.

2046C

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Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

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736.

2029E

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Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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737.

2005E1

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738.

2004E

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739.

1787E

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740.

1761D

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741.

1734E

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742.

1684E

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743.

1667B

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744.

1654D

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745.

1637E

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746.

1628D1

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747.

1077F2

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748.

1005F

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749.

1006F

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750.

1530E

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751.

1510D

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752.

283C

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753.

1435E

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754.

1419E

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755.

498C

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756.

1389D

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757.

231E

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758.

343D

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759.

1372D

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760.

1366E

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761.

1364D

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762.

1363D

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Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: binary search, implementation, interactive, math

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763.

1158C

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764.

1354E

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765.

1312E

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766.

1099E

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767.

1332E

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768.

852D

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769.

631D

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894E

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771.

1322B

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772.

540E

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774.

1000E

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775.

1266E

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776.

1299C

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Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: data structures, geometry, greedy

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777.

1120C

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778.

1296F

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Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

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779.

837E

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780.

990E

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781.

1027E

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782.

1278D

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783.

1284D

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784.

1271D

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785.

1271E

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786.

1265E

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787.

546E

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788.

1267K

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789.

1263E

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790.

1255E2

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Rating: 2100 · first AC: 2019-11-23 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Akie-_'s solution](#)

791.

1241E

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792.

1216F

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Quality: 3,101 global accepts · Rating: 2100 · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

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793.

1217D

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794.

1213F

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Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-09-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[Akie-_'s solution](#)

795.

1185G1

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Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-08-29 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

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796.

1167E

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797.

1207F

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Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

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798.

1204D2

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Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: data structures, greedy, math, strings

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799.

1151E

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Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, math

[Akie-_'s solution](#)

800.

1203F1

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Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: greedy

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801.

1202C

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802.

373E

[Watching Fireworks is Fun](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-08-09 · GNU C++11 (first AC) · Tags: dp

[Akie-_'s solution](#)

803.

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2019-05-30 · last AC: 2019-08-07 · GNU C++11 (first AC) · Tags: dp, sortings

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804.

985D

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Quality: 2,753 global accepts · Rating: 2100 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[Akje-_'s solution](#)

805.

985E

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Quality: 4,146 global accepts · Rating: 2100 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Akje-_'s solution](#)

806.

837D

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Quality: 7,526 global accepts · Rating: 2100 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: dp, math

[Akje-_'s solution](#)

807.

976E

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Quality: 2,552 global accepts · Rating: 2100 · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: greedy, sortings

[Akje-_'s solution](#)

808.

1117D

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Quality: 5,215 global accepts · Rating: 2100 · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: dp, math, matrices

[Akje-_'s solution](#)

809.

762C

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Quality: 2,989 global accepts · Rating: 2100 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: binary search, hashing, strings, two pointers

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810.

1195E

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Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: data structures, two pointers

[Akje-_'s solution](#)

811.

632D

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Quality: 4,587 global accepts · Rating: 2100 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Akje-_'s solution](#)

812.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,089 global accepts · Rating: 2100 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[Akje-_'s solution](#)

813.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Akje-_'s solution](#)

814.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Akie-_'s solution](#)

815.

456E

[Civilization](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Akie-_'s solution](#)

816.

111C

[Petya and Spiders](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2018-11-01 · last AC: 2019-02-24 · GNU C++11 (first AC) · Tags: bitmasks, dp, dsu

[Akie-_'s solution](#)

817.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,776 global accepts · Rating: 2200 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[Akie-_'s solution](#)

818.

2208D2

[Tree Orientation \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 2200 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Akie-_'s solution](#)

819.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[Akie-_'s solution](#)

820.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[Akie-_'s solution](#)

821.

2140E1

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

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[Akie-_'s solution](#)

822.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Akie-_'s solution](#)

823.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Akie-_'s solution](#)

824.

2118D2

[Red Light, Green Light \(Hard version\) · Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Akie-_'s solution](#)

825.

1477C

[Nezzar and Nice Beatmap · Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Akie-_'s solution](#)

826.

2114G

[Build an Array · Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[Akie-_'s solution](#)

827.

549G

[Happy Line · Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[Akie-_'s solution](#)

828.

2101C

[23 Kingdom · Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Akie-_'s solution](#)

829.

2089C1

[Key of Like \(Easy Version\) · Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[Akie-_'s solution](#)

830.

2070E

[Game with Binary String · Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[Akie-_'s solution](#)

831.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum · Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[Akie-_'s solution](#)

832.

2062D

[Balanced Tree · Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Akie-_'s solution](#)

833.

2039E

[Shohag Loves Inversions · Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation,

math

[Akie-_'s solution](#)

834.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Akie-_'s solution](#)

835.

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Akie-_'s solution](#)

836.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Akie-_'s solution](#)

837.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Akie-_'s solution](#)

838.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Akie-_'s solution](#)

839.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Akie-_'s solution](#)

840.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Akie-_'s solution](#)

841.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[Akie-_'s solution](#)

842.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Akie-_'s solution](#)

843.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Akie-_'s solution](#)

844.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[Akie-_'s solution](#)

845.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Akie-_'s solution](#)

846.

1641C

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

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Akie-_'s solution](#)

847.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Akie-_'s solution](#)

848.

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

[Akie-_'s solution](#)

849.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[Akie-_'s solution](#)

850.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Akie-_'s solution](#)

851.

1580C

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

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Akie-_'s solution](#)

852.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Akie-_'s solution](#)

853.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Akie-_'s solution](#)

854.

1249F

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

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2020-10-17 · last AC: 2021-07-13 · GNU C++11 (first AC) · Tags: dp, trees

[Akie-_'s solution](#)

855.

1542D

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Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Akie-_'s solution](#)

856.

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

[Akie-_'s solution](#)

857.

1535E

[Gold Transfer](#) · [Tutorial](#)

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

[Akie-_'s solution](#)

858.

1498D

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

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Akie-_'s solution](#)

859.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[Akie-_'s solution](#)

860.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-08-27 · last AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[Akie-_'s solution](#)

861.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Akie-_'s solution](#)

862.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Akie-_'s solution](#)

863.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-12-27 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Akie-_'s solution](#)

864.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Akie-_'s solution](#)

865.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Akie-_'s solution](#)

866.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: dsu, graphs, sortings, trees

[Akie-_'s solution](#)

867.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Akie-_'s solution](#)

868.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-23 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Akie-_'s solution](#)

869.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[Akie-_'s solution](#)

870.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Akie-_'s solution](#)

871.

1105E

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Quality: 1,915 global accepts · Rating: 2200 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Akie-_'s solution](#)

872.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: math, number theory

[Akie-_'s solution](#)

873.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: brute force, data structures

[Akje-_'s solution](#)

874.

712D

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

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Akje-_'s solution](#)

875.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Akje-_'s solution](#)

876.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2020-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms, math, strings

[Akje-_'s solution](#)

877.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[Akje-_'s solution](#)

878.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[Akje-_'s solution](#)

879.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Akje-_'s solution](#)

880.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: dp, strings

[Akje-_'s solution](#)

881.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Akje-_'s solution](#)

882.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Akje-_'s solution](#)

883.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2019-04-20 · last AC: 2020-03-28 · GNU C++11 (first AC) · Tags: data structures

[Akje-_'s solution](#)

884.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[Akje-_'s solution](#)

885.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: hashing, strings

[Akje-_'s solution](#)

886.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2020-03-11 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Akje-_'s solution](#)

887.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Akje-_'s solution](#)

888.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2020-02-29 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Akje-_'s solution](#)

889.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: dp, strings

[Akje-_'s solution](#)

890.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Akje-_'s solution](#)

891.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[Akje-_'s solution](#)

892.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Akje-_'s solution](#)

893.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[Akie-_'s solution](#)

894.

1262E

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, shortest paths

[Akie-_'s solution](#)

895.

1262F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: dp

[Akie-_'s solution](#)

896.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[Akie-_'s solution](#)

897.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[Akie-_'s solution](#)

898.

1247E

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: data structures, dp

[Akie-_'s solution](#)

899.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp

[Akie-_'s solution](#)

900.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Akie-_'s solution](#)

901.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Akie-_'s solution](#)

902.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Akie-_'s solution](#)

903.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Akie-_'s solution](#)

904.

1175E

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

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-09-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Akie- 's solution](#)

905.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-09-12 · GNU C++11 (first AC) · Tags: data structures, implementation

[Akie- 's solution](#)

906.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-08-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[Akie- 's solution](#)

907.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2200 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[Akie- 's solution](#)

908.

526D

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

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Akie- 's solution](#)

909.

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2018-10-27 · last AC: 2019-08-06 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[Akie- 's solution](#)

910.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs

[Akie- 's solution](#)

911.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2019-08-02 · GNU C++11 (first AC) · Tags: data structures, math

[Akie- 's solution](#)

912.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2019-06-22 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[Akie- 's solution](#)

913.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[Akie- 's solution](#)

914.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Akie- 's solution](#)

915.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-03-02 · last AC: 2019-05-13 · GNU C++11 (first AC) · Tags: dp

[Akie- 's solution](#)

916.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[Akie- 's solution](#)

917.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Akie- 's solution](#)

918.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Akie- 's solution](#)

919.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, two pointers

[Akie- 's solution](#)

920.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Akie- 's solution](#)

921.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[Akie- 's solution](#)

922.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2300 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Akie- 's solution](#)

923.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[Akie- 's solution](#)

924.

2129C3

[Interactive RBS \(Hard Version\) · Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Akie-_'s solution](#)

925.

1916E

[Happy Life in University · Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Akie-_'s solution](#)

926.

2124F1

[Appending Permutations \(Easy Version\) · Tutorial](#)

Quality: 1,564 global accepts · Rating: 2300 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Akie-_'s solution](#)

927.

2120E

[Lanes of Cars · Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[Akie-_'s solution](#)

928.

2110E

[Melody · Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[Akie-_'s solution](#)

929.

713C

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

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[Akie-_'s solution](#)

930.

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

[Akie-_'s solution](#)

931.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[Akie-_'s solution](#)

932.

2069E

[A, B, AB and BA · Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Akie-_'s solution](#)

933.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Akie-_'s solution](#)

934.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[Akie-_'s solution](#)

935.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Akie-_'s solution](#)

936.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Akie-_'s solution](#)

937.

1495C

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

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Akie-_'s solution](#)

938.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Akie-_'s solution](#)

939.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[Akie-_'s solution](#)

940.

2007F

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

Rating: 2300 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, number theory, two pointers

[Akie-_'s solution](#)

941.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[Akie-_'s solution](#)

942.

1988E

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

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Akie-_'s solution](#)

943.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[Akie-_'s solution](#)

944.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Akie-_'s solution](#)

945.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Akie-_'s solution](#)

946.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Akie-_'s solution](#)

947.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Akie-_'s solution](#)

948.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Akie-_'s solution](#)

949.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Akie-_'s solution](#)

950.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[Akie-_'s solution](#)

951.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Akie-_'s solution](#)

952.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[Akie-_'s solution](#)

953.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Akie-_'s solution](#)

954.

1699D

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

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Akie-_'s solution](#)

955.

1681F

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

Quality: 2,323 global accepts · Rating: 2300 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Akie-_'s solution](#)

956.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,406 global accepts · Rating: 2300 · first AC: 2022-03-31 · last AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Akie-_'s solution](#)

957.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[Akie-_'s solution](#)

958.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Akie-_'s solution](#)

959.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Akie-_'s solution](#)

960.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Akie-_'s solution](#)

961.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Akie-_'s solution](#)

962.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[Akie-_'s solution](#)

963.

1385F

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Quality: 2,821 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy,

implementation, trees

[Akie-_'s solution](#)

964.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Akie-_'s solution](#)

965.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[Akie-_'s solution](#)

966.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-24 · last AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Akie-_'s solution](#)

967.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[Akie-_'s solution](#)

968.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[Akie-_'s solution](#)

969.

690A2

[Collective Mindsets \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Akie-_'s solution](#)

970.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: math, number theory

[Akie-_'s solution](#)

971.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: data structures, trees

[Akie-_'s solution](#)

972.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,859 global accepts · Rating: 2300 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Akie-_'s solution](#)

973.

9E

[Interesting graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Akie-_'s solution](#)

974.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[Akie-_'s solution](#)

975.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: combinatorics, math

[Akie-_'s solution](#)

976.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-27 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Akie-_'s solution](#)

977.

652E

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

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2020-12-26 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Akie-_'s solution](#)

978.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, trees

[Akie-_'s solution](#)

979.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: graphs, shortest paths, sortings

[Akie-_'s solution](#)

980.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[Akie-_'s solution](#)

981.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Akie-_'s solution](#)

982.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Akie-_'s solution](#)

983.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: dp

[Akie-_'s solution](#)

984.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2019-05-04 · last AC: 2020-08-09 · GNU C++11 (first AC) · Tags: binary search, brute

force, data structures, implementation

[Akie-_'s solution](#)

985.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,021 global accepts · Rating: 2300 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[Akie-_'s solution](#)

986.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-29 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Akie-_'s solution](#)

987.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Akie-_'s solution](#)

988.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-13 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation, trees

[Akie-_'s solution](#)

989.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: combinatorics, fft, math

[Akie-_'s solution](#)

990.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: dp, math, matrices, number theory

[Akie-_'s solution](#)

991.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Akie-_'s solution](#)

992.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-17 · GNU C++11 (first AC) · Tags: graphs, hashing, math, number theory

[Akie-_'s solution](#)

993.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Akie-_'s solution](#)

994.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2020-03-13 · GNU C++11 (first AC) · Tags: binary search, data structures

[Akie-_'s solution](#)

995.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[Akie-_'s solution](#)

996.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2020-03-08 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[Akie-_'s solution](#)

997.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[Akie-_'s solution](#)

998.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices, probabilities

[Akie-_'s solution](#)

999.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2020-02-21 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Akie-_'s solution](#)

1000.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2020-02-20 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Akie-_'s solution](#)

1001.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: data structures, dp

[Akie-_'s solution](#)

1002.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[Akie-_'s solution](#)

1003.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: dp, probabilities

[Akie-_'s solution](#)

1004.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: dp, probabilities, shortest paths

[Akie-_'s solution](#)

1005.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2020-02-04 · last AC: 2020-02-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Akie-_'s solution](#)

1006.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2020-02-03 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities

[Akie-_'s solution](#)

1007.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Akie-_'s solution](#)

1008.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2020-01-25 · GNU C++11 (first AC) · Tags: data structures, greedy

[Akie-_'s solution](#)

1009.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2020-01-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Akie-_'s solution](#)

1010.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[Akie-_'s solution](#)

1011.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[Akie-_'s solution](#)

1012.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, strings

[Akie-_'s solution](#)

1013.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-31 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, math

[Akie-_'s solution](#)

1014.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: flows, graph matchings

[Akie-_'s solution](#)

1015.

1132D

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

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-11-09 · last AC: 2019-11-13 · GNU C++11 (first AC) · Tags: binary search, greedy

[Akie-_'s solution](#)

1016.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-03 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[Akie-_'s solution](#)

1017.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Akie-_'s solution](#)

1018.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-18 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[Akie-_'s solution](#)

1019.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-14 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Akie-_'s solution](#)

1020.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-07 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math

[Akie-_'s solution](#)

1021.

1198D

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

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: dp

[Akie-_'s solution](#)

1022.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2019-08-29 · GNU C++11 (first AC) · Tags: dp, greedy

[Akie-_'s solution](#)

1023.

801E

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Akie-_'s solution](#)

1024.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: brute force, dp

[Akie-_'s solution](#)

1025.

143E

[Help Caretaker](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-02-23 · last AC: 2019-04-07 · GNU C++11 (first AC) · Tags: —

[Akie-_'s solution](#)

1026.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Akie-_'s solution](#)

1027.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Akie-_'s solution](#)

1028.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Akie-_'s solution](#)

1029.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[Akie-_'s solution](#)

1030.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Akie-_'s solution](#)

1031.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Akie-_'s solution](#)

1032.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Akie-_'s solution](#)

1033.

1725L

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

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Akie-_'s solution](#)

1034.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, trees

[Akie-_'s solution](#)

1035.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[Akie-_'s solution](#)

1036.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Akie-_'s solution](#)

1037.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2400 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Akie-_'s solution](#)

1038.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[Akie-_'s solution](#)

1039.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[Akie-_'s solution](#)

1040.

865D

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

Quality: 8,018 global accepts · Rating: 2400 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[Akie-_'s solution](#)

1041.

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[Akie-_'s solution](#)

1042.

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Akie-_'s solution](#)

1043.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[Akie-_'s solution](#)

1044.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Akie-_'s solution](#)

1045.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Akie-_'s solution](#)

1046.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Akie-_'s solution](#)

1047.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math

[Akie-_'s solution](#)

1048.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Akie-_'s solution](#)

1049.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Akie-_'s solution](#)

1050.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Akie-_'s solution](#)

1051.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[Akie-_'s solution](#)

1052.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Akie-_'s solution](#)

1053.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[Akie-_'s solution](#)

1054.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Akie-_'s solution](#)

1055.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[Akie-_'s solution](#)

1056.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Akie-_'s solution](#)

1057.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Akie-_'s solution](#)

1058.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Akie-_'s solution](#)

1059.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Akie-_'s solution](#)

1060.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Akie-_'s solution](#)

1061.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[Akie-_'s solution](#)

1062.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[Akie-_'s solution](#)

1063.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Akie-_'s solution](#)

1064.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,128 global accepts · Rating: 2400 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Akie-_'s solution](#)

1065.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Akie-_'s solution](#)

1066.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp,

greedy

[Akie-_'s solution](#)

1067.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Akie-_'s solution](#)

1068.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Akie-_'s solution](#)

1069.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Akie-_'s solution](#)

1070.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Akie-_'s solution](#)

1071.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Akie-_'s solution](#)

1072.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[Akie-_'s solution](#)

1073.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Akie-_'s solution](#)

1074.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Akie-_'s solution](#)

1075.

200E

[Tractor College](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 2400 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory, ternary search

[Akie-_'s solution](#)

1076.

1202E

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

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, string suffix structures, strings

[Akie-_'s solution](#)

1077.

1667C

[Half Queen Cover · Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Akie-_'s solution](#)

1078.

1638E

[Colorful Operations · Tutorial](#)

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Akie-_'s solution](#)

1079.

1630D

[Flipping Range · Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Akie-_'s solution](#)

1080.

1633E

[Spanning Tree Queries · Tutorial](#)

Quality: 1,743 global accepts · Rating: 2400 · first AC: 2022-02-01 · last AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[Akie-_'s solution](#)

1081.

1615E

[Purple Crayon · Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Akie-_'s solution](#)

1082.

1051F

[The Shortest Statement · Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[Akie-_'s solution](#)

1083.

1608D

[Dominoes · Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[Akie-_'s solution](#)

1084.

710F

[String Set Queries · Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Akie-_'s solution](#)

1085.

920D

[Tanks · Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Akie-_'s solution](#)

1086.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Akie-_'s solution](#)**1087.**

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[Akie-_'s solution](#)**1088.**

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Akie-_'s solution](#)**1089.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[Akie-_'s solution](#)**1090.**

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Akie-_'s solution](#)**1091.**

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Akie-_'s solution](#)**1092.**

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[Akie-_'s solution](#)**1093.**

959F

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

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[Akie-_'s solution](#)**1094.**

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[Akie-_'s solution](#)**1095.**

97A

[Domino](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2400 · first AC: 2021-05-01 · last AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, implementation

[Akie-_'s solution](#)

1096.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[Akie-_'s solution](#)

1097.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: dp, math, number theory

[Akie-_'s solution](#)

1098.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[Akie-_'s solution](#)

1099.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft, math

[Akie-_'s solution](#)

1100.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[Akie-_'s solution](#)

1101.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: flows, trees

[Akie-_'s solution](#)

1102.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

[Akie-_'s solution](#)

1103.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[Akie-_'s solution](#)

1104.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2021-01-10 · last AC: 2021-01-10 · GNU C++11 (first AC) · Tags: bitmasks, dp, shortest paths

[Akie-_'s solution](#)

1105.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: data structures

[Akie-_'s solution](#)

1106.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-30 · last AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force,

hashing, string suffix structures, strings, two pointers

[Akie-_'s solution](#)

1107.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft

[Akie-_'s solution](#)

1108.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: combinatorics, math

[Akie-_'s solution](#)

1109.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[Akie-_'s solution](#)

1110.

1436E

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

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[Akie-_'s solution](#)

1111.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Akie-_'s solution](#)

1112.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings

[Akie-_'s solution](#)

1113.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-23 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures

[Akie-_'s solution](#)

1114.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2020-08-10 · last AC: 2020-08-11 · GNU C++11 (first AC) · Tags: data structures

[Akie-_'s solution](#)

1115.

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2020-08-08 · GNU C++11 (first AC) · Tags: flows, graphs

[Akie-_'s solution](#)

1116.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2020-07-29 · last AC: 2020-07-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Akie-_'s solution](#)

1117.

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2400 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing
[Akie-_'s solution](#)

1118.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings
[Akie-_'s solution](#)

1119.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2020-06-27 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu
[Akie-_'s solution](#)

1120.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-27 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[Akie-_'s solution](#)

1121.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: binary search, flows, graphs
[Akie-_'s solution](#)

1122.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-05-29 · GNU C++11 (first AC) · Tags: divide and conquer, dp
[Akie-_'s solution](#)

1123.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs
[Akie-_'s solution](#)

1124.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: data structures, dp, geometry
[Akie-_'s solution](#)

1125.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: data structures, dp
[Akie-_'s solution](#)

1126.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-03 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math
[Akie-_'s solution](#)

1127.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[Akie-_'s solution](#)

1128.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[Akie-_'s solution](#)

1129.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive, math
[Akie-_'s solution](#)

1130.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: data structures, sortings
[Akie-_'s solution](#)

1131.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-30 · GNU C++11 (first AC) · Tags: data structures, two pointers
[Akie-_'s solution](#)

1132.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: data structures
[Akie-_'s solution](#)

1133.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2400 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, matrices
[Akie-_'s solution](#)

1134.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees
[Akie-_'s solution](#)

1135.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings
[Akie-_'s solution](#)

1136.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2020-02-29 · last AC: 2020-02-29 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities
[Akie-_'s solution](#)

1137.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Akie-_'s solution](#)

1138.

1290C

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

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-03 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Akie-_'s solution](#)

1139.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[Akie-_'s solution](#)

1140.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[Akie-_'s solution](#)

1141.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Akie-_'s solution](#)

1142.

1243E

[Sum Balance](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, implementation

[Akie-_'s solution](#)

1143.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2019-10-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Akie-_'s solution](#)

1144.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Akie-_'s solution](#)

1145.

499D

[Name That Tune](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: dp, two pointers

[Akie-_'s solution](#)

1146.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2019-04-19 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Akie-_'s solution](#)

1147.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[Akie-_'s solution](#)

1148.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[Akie-_'s solution](#)

1149.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Akie-_'s solution](#)

1150.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Akie-_'s solution](#)

1151.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Akie-_'s solution](#)

1152.

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

[Akie-_'s solution](#)

1153.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[Akie-_'s solution](#)

1154.

2140E2

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

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[Akie-_'s solution](#)

1155.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Akie-_'s solution](#)

1156.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Akie-_'s solution](#)

1157.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Akie-_'s solution](#)

1158.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Akie-_'s solution](#)

1159.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Akie-_'s solution](#)

1160.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Akie-_'s solution](#)

1161.

2101D

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

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Akie-_'s solution](#)

1162.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Akie-_'s solution](#)

1163.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Akie-_'s solution](#)

1164.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[Akie-_'s solution](#)

1165.

2059E1

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

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[Akie-_'s solution](#)

1166.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[Akie-_'s solution](#)

1167.

2057E2

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

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Akie-_'s solution](#)

1168.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[Akie-_'s solution](#)

1169.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Akie-_'s solution](#)

1170.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Akie-_'s solution](#)

1171.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[Akie-_'s solution](#)

1172.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Akie-_'s solution](#)

1173.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Akie-_'s solution](#)

1174.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[Akie-_'s solution](#)

1175.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy, implementation

[Akie-_'s solution](#)

1176.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Akie-_'s solution](#)

1177.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Akie-_'s solution](#)

1178.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Akie-_'s solution](#)

1179.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Akie-_'s solution](#)

1180.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Akie-_'s solution](#)

1181.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Akie-_'s solution](#)

1182.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Akie-_'s solution](#)

1183.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[Akie-_'s solution](#)

1184.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[Akie-_'s solution](#)

1185.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[Akie-_'s solution](#)

1186.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp,

math, trees

[Akie-_'s solution](#)

1187.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Akie-_'s solution](#)

1188.

1625E1

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

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[Akie-_'s solution](#)

1189.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft

[Akie-_'s solution](#)

1190.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[Akie-_'s solution](#)

1191.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dsu

[Akie-_'s solution](#)

1192.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Akie-_'s solution](#)

1193.

1586F

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

Rating: 2500 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Akie-_'s solution](#)

1194.

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[Akie-_'s solution](#)

1195.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[Akie-_'s solution](#)

1196.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force,

dp, strings, two pointers

[Akie-_'s solution](#)

1197.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2021-07-01 · GNU C++11 (first AC) · Tags: dp

[Akie-_'s solution](#)

1198.

1534F1

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

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[Akie-_'s solution](#)

1199.

1528D

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

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Akie-_'s solution](#)

1200.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[Akie-_'s solution](#)

1201.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Akie-_'s solution](#)

1202.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[Akie-_'s solution](#)

1203.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Akie-_'s solution](#)

1204.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Akie-_'s solution](#)

1205.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-14 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Akie-_'s solution](#)

1206.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-11 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[Akie-_'s solution](#)

1207.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: dp, greedy, trees

[Akie-_'s solution](#)

1208.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: brute force, data structures

[Akie-_'s solution](#)

1209.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-12-26 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Akie-_'s solution](#)

1210.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2020-12-26 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Akie-_'s solution](#)

1211.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[Akie-_'s solution](#)

1212.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: dp, greedy

[Akie-_'s solution](#)

1213.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: data structures, greedy

[Akie-_'s solution](#)

1214.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Akie-_'s solution](#)

1215.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, fft

[Akie-_'s solution](#)

1216.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[Akie-_'s solution](#)

1217.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2020-08-08 · GNU C++11 (first AC) · Tags: flows, graphs, greedy

[Akje-_'s solution](#)

1218.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2020-08-02 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Akje-_'s solution](#)

1219.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[Akje-_'s solution](#)

1220.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Akje-_'s solution](#)

1221.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Akje-_'s solution](#)

1222.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-05-09 · last AC: 2020-05-09 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[Akje-_'s solution](#)

1223.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: dp

[Akje-_'s solution](#)

1224.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: bitmasks, dp, implementation

[Akje-_'s solution](#)

1225.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, implementation

[Akje-_'s solution](#)

1226.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2020-02-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Akje-_'s solution](#)

1227.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Akie-_'s solution](#)

1228.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: flows, graphs

[Akie-_'s solution](#)

1229.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-12-08 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[Akie-_'s solution](#)

1230.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2019-09-28 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[Akie-_'s solution](#)

1231.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2019-08-10 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[Akie-_'s solution](#)

1232.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[Akie-_'s solution](#)

1233.

2129D

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Akie-_'s solution](#)

1234.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Akie-_'s solution](#)

1235.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[Akie-_'s solution](#)

1236.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[Akie-_'s solution](#)

1237.

2085F1

[Serval and Colorful Array \(Easy Version\) · Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Akie-_'s solution](#)

1238.

1793E

[Veletin and Marketing · Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Akie-_'s solution](#)

1239.

2107E

[Ain and Apple Tree · Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[Akie-_'s solution](#)

1240.

1975F

[Set · Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Akie-_'s solution](#)

1241.

2081D

[MST in Modulo Graph · Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[Akie-_'s solution](#)

1242.

1592F1

[Alice and Recoloring 1 · Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Akie-_'s solution](#)

1243.

2071E

[LeaFall · Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Akie-_'s solution](#)

1244.

2064F

[We Be Summing · Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Akie-_'s solution](#)

1245.

1510B

[Button Lock · Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Akie-_'s solution](#)

1246.

2006D

[Iris and Adjacent Products · Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Akie-_'s solution](#)

1247.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Akie-_'s solution](#)

1248.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Akie-_'s solution](#)

1249.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Akie-_'s solution](#)

1250.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Akie-_'s solution](#)

1251.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Akie-_'s solution](#)

1252.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[Akie-_'s solution](#)

1253.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Akie-_'s solution](#)

1254.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Akie-_'s solution](#)

1255.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Akie-_'s solution](#)

1256.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Akie-_'s solution](#)

1257.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[Akie-_'s solution](#)

1258.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Akie-_'s solution](#)

1259.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Akie-_'s solution](#)

1260.

1681E

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

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, shortest paths

[Akie-_'s solution](#)

1261.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Akie-_'s solution](#)

1262.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[Akie-_'s solution](#)

1263.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Akie-_'s solution](#)

1264.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft

[Akie-_'s solution](#)

1265.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Akie-_'s solution](#)

1266.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[Akie-_'s solution](#)

1267.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two

pointers

[Akie-_'s solution](#)

1268.

1580B

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

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2021-10-02 · last AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[Akie-_'s solution](#)

1269.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Akie-_'s solution](#)

1270.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[Akie-_'s solution](#)

1271.

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Akie-_'s solution](#)

1272.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Akie-_'s solution](#)

1273.

814E

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

Quality: 725 global accepts · Rating: 2600 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[Akie-_'s solution](#)

1274.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Akie-_'s solution](#)

1275.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: data structures, greedy

[Akie-_'s solution](#)

1276.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2021-01-02 · last AC: 2021-01-02 · GNU C++11 (first AC) · Tags: math, strings

[Akie-_'s solution](#)

1277.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Akie-_'s solution](#)

1278.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[Akie-_'s solution](#)

1279.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: data structures, dp, graph matchings, sortings

[Akie-_'s solution](#)

1280.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2020-07-26 · GNU C++11 (first AC) · Tags: dp, graphs

[Akie-_'s solution](#)

1281.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2020-07-15 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[Akie-_'s solution](#)

1282.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-15 · GNU C++11 (first AC) · Tags: data structures, dp, matrices

[Akie-_'s solution](#)

1283.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-07-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Akie-_'s solution](#)

1284.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2020-07-08 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[Akie-_'s solution](#)

1285.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[Akie-_'s solution](#)

1286.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Akie-_'s solution](#)

1287.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp

[Akie-_'s solution](#)

1288.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: data structures, trees

[Akie-_'s solution](#)

1289.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Akie-_'s solution](#)

1290.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: bitmasks, dp, probabilities

[Akie-_'s solution](#)

1291.

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: brute force, strings

[Akie-_'s solution](#)

1292.

3D

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

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2019-03-23 · last AC: 2019-05-13 · GNU C++11 (first AC) · Tags: greedy

[Akie-_'s solution](#)

1293.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[Akie-_'s solution](#)

1294.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Akie-_'s solution](#)

1295.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[Akie-_'s solution](#)

1296.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Akie-_'s solution](#)

1297.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math

[Akie-_'s solution](#)

1298.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Akie-_'s solution](#)

1299.

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Akie-_'s solution](#)

1300.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[Akie-_'s solution](#)

1301.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[Akie-_'s solution](#)

1302.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Akie-_'s solution](#)

1303.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[Akie-_'s solution](#)

1304.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Akie-_'s solution](#)

1305.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Akie-_'s solution](#)

1306.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp

[Akie-_'s solution](#)

1307.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[Akie-_'s solution](#)

1308.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Akie-_'s solution](#)

1309.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Akie- 's solution](#)

1310.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[Akie- 's solution](#)

1311.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Akie- 's solution](#)

1312.

1065G

[Fibonacci Suffix](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2700 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Akie- 's solution](#)

1313.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[Akie- 's solution](#)

1314.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing

[Akie- 's solution](#)

1315.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, shortest paths

[Akie- 's solution](#)

1316.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[Akie- 's solution](#)

1317.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[Akie- 's solution](#)

1318.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Akie- 's solution](#)

1319.

1521E

[Nastia and a Beautiful Matrix · Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[Akie-_'s solution](#)**1320.**

309D

[Tennis Rackets · Tutorial](#)

Quality: 186 global accepts · Rating: 2700 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: brute force, geometry

[Akie-_'s solution](#)**1321.**

81E

[Pairs · Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Akie-_'s solution](#)**1322.**

1491F

[Magnets · Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[Akie-_'s solution](#)**1323.**

1270G

[Subset with Zero Sum · Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Akie-_'s solution](#)**1324.**

576D

[Flights for Regular Customers · Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: dp, matrices

[Akie-_'s solution](#)**1325.**

1473F

[Strange Set · Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: flows, math

[Akie-_'s solution](#)**1326.**

1458C

[Latin Square · Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: math, matrices

[Akie-_'s solution](#)**1327.**

715C

[Digit Tree · Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[Akie-_'s solution](#)**1328.**

70E

[Information Reform · Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: dp, implementation, trees

[Akie-_'s solution](#)

1329.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2020-07-26 · GNU C++11 (first AC) · Tags: dp, matrices

[Akie-_'s solution](#)

1330.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: data structures, dsu

[Akie-_'s solution](#)

1331.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: data structures, probabilities, trees

[Akie-_'s solution](#)

1332.

1179D

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

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[Akie-_'s solution](#)

1333.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: data structures, hashing, strings, two pointers

[Akie-_'s solution](#)

1334.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: data structures

[Akie-_'s solution](#)

1335.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: data structures

[Akie-_'s solution](#)

1336.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Akie-_'s solution](#)

1337.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Akie-_'s solution](#)

1338.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,917 global accepts · Rating: 2800 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Akie-_'s solution](#)

1339.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[Akie-_'s solution](#)

1340.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[Akie-_'s solution](#)

1341.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Akie-_'s solution](#)

1342.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[Akie-_'s solution](#)

1343.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[Akie-_'s solution](#)

1344.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-06-13 · last AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[Akie-_'s solution](#)

1345.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Akie-_'s solution](#)

1346.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[Akie-_'s solution](#)

1347.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Akie-_'s solution](#)

1348.

1625E2

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

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Akie-_'s solution](#)

1349.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Akie-_'s solution](#)

1350.

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Akie-_'s solution](#)

1351.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, shortest paths

[Akie-_'s solution](#)

1352.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[Akie-_'s solution](#)

1353.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, shortest paths

[Akie-_'s solution](#)

1354.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, trees

[Akie-_'s solution](#)

1355.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Akie-_'s solution](#)

1356.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[Akie-_'s solution](#)

1357.

516D

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

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Akie-_'s solution](#)

1358.

301E

[Yaroslav and Arrangements](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: dp

[Akie-_'s solution](#)

1359.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: brute force, dp, graphs

[Akie-_'s solution](#)

1360.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Akie-_'s solution](#)

1361.

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Akie-_'s solution](#)

1362.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-06-14 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, strings

[Akie-_'s solution](#)

1363.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2020-05-30 · GNU C++11 (first AC) · Tags: dp, strings, trees

[Akie-_'s solution](#)

1364.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2020-05-23 · last AC: 2020-05-23 · GNU C++11 (first AC) · Tags: binary search, data structures, trees

[Akie-_'s solution](#)

1365.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2020-04-19 · GNU C++11 (first AC) · Tags: data structures

[Akie-_'s solution](#)

1366.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: data structures

[Akie-_'s solution](#)

1367.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[Akie-_'s solution](#)

1368.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[Akie-_'s solution](#)

1369.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Akie-_'s solution](#)

1370.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[Akie-_'s solution](#)

1371.

1735F

[Pebbles and Beads](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 2900 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[Akie-_'s solution](#)

1372.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, fft

[Akie-_'s solution](#)

1373.

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2022-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, string suffix structures

[Akie-_'s solution](#)

1374.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Akie-_'s solution](#)

1375.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Akie-_'s solution](#)

1376.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[Akie-_'s solution](#)

1377.

1644F

[Basis](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2900 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[Akie-_'s solution](#)

1378.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[Akie-_'s solution](#)

1379.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[Akie-_'s solution](#)

1380.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu

[Akie-_'s solution](#)

1381.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: dp, games

[Akie-_'s solution](#)

1382.

2070F

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

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[Akie-_'s solution](#)

1383.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[Akie-_'s solution](#)

1384.

1428G2

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

Quality: 727 global accepts · Rating: 3000 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Akie-_'s solution](#)

1385.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Akie-_'s solution](#)

1386.

457E

[Flow Optimality](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3000 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math

[Akie-_'s solution](#)

1387.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[Akie-_'s solution](#)

1388.

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Akie-_'s solution](#)

1389.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Akie-_'s solution](#)

1390.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: data structures, graphs, greedy

[Akie-_'s solution](#)

1391.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[Akie-_'s solution](#)

1392.

573E

[Bear and Bowling](#) · Tutorial

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Akje-_'s solution](#)

1393.

1214G

[Feeling Good](#) · Tutorial

Quality: 330 global accepts · Rating: 3200 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[Akje-_'s solution](#)

1394.

576E

[Painting Edges](#) · Tutorial

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Akje-_'s solution](#)

1395.

1290E

[Cartesian Tree](#) · Tutorial

Quality: 670 global accepts · Rating: 3300 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Akje-_'s solution](#)

1396.

2214A

[Odd One Out](#) · Tutorial

Quality: 10,132 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, graph matchings, implementation

[Akje-_'s solution](#)

1397.

106030H

[str\(list\(s\)\)](#) · Tutorial

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Akje-_'s solution](#)

1398.

106030D

[g + P + rep](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Akje-_'s solution](#)

1399.

106030A

[Nxyjia bÉQyepý IBTÖ](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Akje-_'s solution](#)

1400.

106030C

[P + tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Akje-_'s solution](#)

1401.

106030I

[f + tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Akje-_'s solution](#)

1402.

106030E

[T + tutorial + Ü](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Akje-_'s solution](#)

1403.

106030B

[osu!mania](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · last AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Akie-_'s solution](#)

1404.

106030K

[C++17 Vp_b](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Akie-_'s solution](#)

1405.

106030J

[Tutorial](#)

Rating: — · first AC: 2025-11-02 · Python 3 (first AC) · Tags: —

[Akie-_'s solution](#)

1406.

105901H

[WildFire, This Is for You!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · Python 3 (first AC) · Tags: —

[Akie-_'s solution](#)

1407.

104857I

[Linguistics Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Akie-_'s solution](#)

1408.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Akie-_'s solution](#)

1409.

105632F

[Infinite Loop](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Akie-_'s solution](#)

1410.

105632C

[Middle Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Akie-_'s solution](#)

1411.

105632B

[Rolling Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Akie-_'s solution](#)

1412.

105632G

[Same Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Akie-_'s solution](#)

1413.

105632L

[Z-order Curve](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Akie-_'s solution](#)

1414.

105632M

[Rejection Sampling](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Akie-_'s solution](#)

1415.

105471E

[Dominating Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Akie-_'s solution](#)

1416.

105588L

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

Rating: — · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Akie-_'s solution](#)

1417.

105588E

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

Rating: — · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Akie-_'s solution](#)

1418.

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Akie-_'s solution](#)

1419.

105588C

[Coin](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Akie-_'s solution](#)

1420.

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Akie-_'s solution](#)

1421.

105588M

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

Rating: — · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Akie-_'s solution](#)

1422.

105588J

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

Rating: — · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Akie-_'s solution](#)

1423.

105486F

[Double 11](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Akie-_'s solution](#)

1424.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Akie-_'s solution](#)

1425.

105486E

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

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Akie-_'s solution](#)

1426.

105486J

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

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Akie-_'s solution](#)

1427.

105486B

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

Rating: — · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Akie-_'s solution](#)

1428.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Akie-_'s solution](#)

1429.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Akie-_'s solution](#)

1430.

105486L

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

Rating: — · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Akie-_'s solution](#)

1431.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, matrices

[Akie-_'s solution](#)

1432.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[Akie-_'s solution](#)

1433.

1662D

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

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Akie-_'s solution](#)

1434.

1662L

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

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Akie-_'s solution](#)

1435.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Akie-_'s solution](#)

1436.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[Akie-_'s solution](#)

1437.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Akie-_'s solution](#)

1438.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Akie-_'s solution](#)

1439.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Akie-_'s solution](#)

1440.

undefined438

[The Glorious Karlutka River =>](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Akie-_'s solution](#)

1441.

undefined313

[Circular Railway](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Akie-_'s solution](#)

1442.

undefined200

[Cracking RSA](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · last AC: 2021-03-13 · GNU C++11 (first AC) · Tags: —

[Akie-_'s solution](#)

1443.

100134I

[Identification of Protein](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: —

[Akie-_'s solution](#)

1444.

undefined477

[Doors](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: —

[Akie-_'s solution](#)

1445.

100960G

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

Rating: — · first AC: 2020-08-04 · GNU C++11 (first AC) · Tags: —

[Akie-_'s solution](#)

1446.

undefined223

[Little Kings](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: *special

[Akie-_'s solution](#)

1447.

undefined132

[Another Chocolate Maniac](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: —

[Akie-_'s solution](#)

1448.

undefined187

[Twist and whirl -- want to cheat](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: *special

[Akie-_'s solution](#)

1449.

undefined311

[Ice-cream Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: *special

[Akie-_'s solution](#)

1450.

100491I

[Intercity Express](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: —

[Akie-_'s solution](#)

1451.

100204B

[Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · GNU C++11 (first AC) · Tags: —

[Akie-_'s solution](#)

1452.

undefined258

[Almost Lucky Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-18 · GNU C++11 (first AC) · Tags: *special

[Akie-_'s solution](#)

1453.

100825F

[Transportation Delegation](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-08 · GNU C++11 (first AC) · Tags: —

[Akie-_'s solution](#)

1454.

100753A

[A Journey to Greece](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: —

[Akie-_'s solution](#)