

Unique solved — Alcabel

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1978B

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8.

1978A

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9.

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10.

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11.

1930A

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12.

1870A

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13.

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14.

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15.

1844A

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17.

1810A

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19.

1789A

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20.

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22.

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23.

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1700A

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1689A

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26.

1678B1

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27.

1678A

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28.

1688B

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29.

1688A

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30.

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31.

1680A

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32.

1684B

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34.

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35.

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36.

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37.

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1176A

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1686A

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44.

1633B

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45.

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46.

1632A

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47.

1593A

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50.

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51.

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52.

1348A

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1554A

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54.

1550A

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55.

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56.

1482A

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57.

1474A

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58.

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59.

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60.

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1466A

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62.

1462B

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63.

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68.

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69.

1433B

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70.

1433A

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71.

1430B

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72.

1422A

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73.

1207A

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74.

1409A

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75.

1370A

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76.

1368A

[C+=](#) · [Tutorial](#)

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77.

1367B

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78.

1367A

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79.

1358A

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80.

1360B

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81.

1360A

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82.

112A

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83.

1353B

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84.

1353A

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85.

119A

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86.

1337A

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87.

707A

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88.

486A

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89.

469A

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90.

61A

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91.

282A

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92.

443A

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93.

228A

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94.

59A

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95.

467A

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96.

110A

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97.

116A

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98.

546A

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99.

236A

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100.

6A

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101.

1689B

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102.

1679A

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Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

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103.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

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104.

1559B

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

Quality: 24,138 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Alcabel's solution](#)

105.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,602 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Alcabel's solution](#)

106.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,324 global accepts · Rating: 900 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Alcabel's solution](#)

107.

1543B

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

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math
[Alcabel's solution](#)

108.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,971 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[Alcabel's solution](#)

109.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings
[Alcabel's solution](#)

110.

1475B

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

Quality: 57,268 global accepts · Rating: 900 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math
[Alcabel's solution](#)

111.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,853 global accepts · Rating: 900 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[Alcabel's solution](#)

112.

115A

[Party](#) · [Tutorial](#)

Quality: 43,368 global accepts · Rating: 900 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees
[Alcabel's solution](#)

113.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,452 global accepts · Rating: 900 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[Alcabel's solution](#)

114.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
[Alcabel's solution](#)

115.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Alcabel's solution](#)

116.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 900 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Alcabel's solution](#)

117.

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[Alcabel's solution](#)

118.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Alcabel's solution](#)

119.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Alcabel's solution](#)

120.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,399 global accepts · Rating: 900 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Alcabel's solution](#)

121.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,081 global accepts · Rating: 900 · first AC: 2020-05-01 · Python 3 (first AC) · Tags: strings

[Alcabel's solution](#)

122.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,720 global accepts · Rating: 900 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Alcabel's solution](#)

123.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Alcabel's solution](#)

124.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,029 global accepts · Rating: 900 · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Alcabel's solution](#)

125.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2020-04-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Alcabel's solution](#)

126.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,503 global accepts · Rating: 900 · first AC: 2020-04-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Alcabel's solution](#)

127.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,928 global accepts · Rating: 900 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Alcabel's solution](#)

128.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,139 global accepts · Rating: 900 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[Alcabel's solution](#)

129.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,764 global accepts · Rating: 900 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Alcabel's solution](#)

130.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,993 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Alcabel's solution](#)

131.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[Alcabel's solution](#)

132.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Alcabel's solution](#)

133.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Alcabel's solution](#)

134.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Alcabel's solution](#)

135.

103433M

[The Pleasant Walk](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

136.

1781B

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

Quality: 14,759 global accepts · Rating: 1000 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Alcabel's solution](#)

137.

1844B

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

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Alcabel's solution](#)

138.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,881 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Alcabel's solution](#)

139.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,326 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Alcabel's solution](#)

140.

688B

[Lovely Palindromes](#) · [Tutorial](#)

Quality: 36,025 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Alcabel's solution](#)

141.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Alcabel's solution](#)

142.

1550B

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

Quality: 28,557 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Alcabel's solution](#)

143.

1474B

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

Quality: 40,344 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Alcabel's solution](#)

144.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings

[Alcabel's solution](#)

145.

109A

[Lucky Sum of Digits](#) · [Tutorial](#)

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Alcabel's solution](#)

146.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,064 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Alcabel's solution](#)

147.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Alcabel's solution](#)

148.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Alcabel's solution](#)

149.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[Alcabel's solution](#)

150.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[Alcabel's solution](#)

151.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Alcabel's solution](#)

152.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,092 global accepts · Rating: 1000 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alcabel's solution](#)

153.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Alcabel's solution](#)

154.

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[Alcabel's solution](#)

155.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-05-17 · Python 2 (first AC) · Tags: math

[Alcabel's solution](#)

156.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,620 global accepts · Rating: 1000 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[Alcabel's solution](#)

157.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,275 global accepts · Rating: 1000 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alcabel's solution](#)

158.

500A

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

Quality: 62,713 global accepts · Rating: 1000 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Alcabel's solution](#)

159.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,391 global accepts · Rating: 1000 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alcabel's solution](#)

160.

577A

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

Quality: 45,289 global accepts · Rating: 1000 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[Alcabel's solution](#)

161.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,951 global accepts · Rating: 1000 · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[Alcabel's solution](#)

162.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,303 global accepts · Rating: 1000 · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Alcabel's solution](#)

163.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,516 global accepts · Rating: 1000 · first AC: 2020-04-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Alcabel's solution](#)

164.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,835 global accepts · Rating: 1000 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[Alcabel's solution](#)

165.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Alcabel's solution](#)

166.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,421 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Alcabel's solution](#)

167.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,535 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Alcabel's solution](#)

168.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Alcabel's solution](#)

169.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,825 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Alcabel's solution](#)

170.

1656B

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

Quality: 26,814 global accepts · Rating: 1100 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[Alcabel's solution](#)

171.

6B

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

Quality: 14,828 global accepts · Rating: 1100 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Alcabel's solution](#)

172.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[Alcabel's solution](#)

173.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,416 global accepts · Rating: 1100 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Alcabel's solution](#)

174.

1202A

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

Quality: 10,725 global accepts · Rating: 1100 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Alcabel's solution](#)

175.

1686C

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

Rating: 1100 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Alcabel's solution](#)

176.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1100 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[Alcabel's solution](#)

177.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Alcabel's solution](#)

178.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[Alcabel's solution](#)

179.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Alcabel's solution](#)

180.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,807 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Alcabel's solution](#)

181.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[Alcabel's solution](#)

182.

1557B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Alcabel's solution](#)

183.

258A

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

Quality: 26,509 global accepts · Rating: 1100 · first AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Alcabel's solution](#)

184.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Alcabel's solution](#)

185.

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,014 global accepts · Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alcabel's solution](#)

186.

368B

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

Quality: 49,909 global accepts · Rating: 1100 · first AC: 2020-04-29 · last AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Alcabel's solution](#)

187.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Alcabel's solution](#)

188.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Alcabel's solution](#)

189.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Alcabel's solution](#)

190.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 1100 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Alcabel's solution](#)

191.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Alcabel's solution](#)

192.

1366A

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

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Alcabel's solution](#)

193.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[Alcabel's solution](#)

194.

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,786 global accepts · Rating: 1100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[Alcabel's solution](#)

195.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,715 global accepts · Rating: 1100 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Alcabel's solution](#)

196.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,237 global accepts · Rating: 1100 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Alcabel's solution](#)

197.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[Alcabel's solution](#)

198.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Alcabel's solution](#)

199.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Alcabel's solution](#)

200.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Alcabel's solution](#)

201.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Alcabel's solution](#)

202.

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,489 global accepts · Rating: 1200 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[Alcabel's solution](#)

203.

1679B

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

Quality: 27,442 global accepts · Rating: 1200 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Alcabel's solution](#)

204.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Alcabel's solution](#)

205.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Alcabel's solution](#)

206.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Alcabel's solution](#)

207.

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Alcabel's solution](#)

208.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[Alcabel's solution](#)

209.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Alcabel's solution](#)

210.

1537C

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

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Alcabel's solution](#)

211.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,823 global accepts · Rating: 1200 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

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212.

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

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213.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,818 global accepts · Rating: 1200 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[Alcabel's solution](#)

214.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Alcabel's solution](#)

215.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[Alcabel's solution](#)

216.

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[Alcabel's solution](#)

217.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,590 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar
[Alcabel's solution](#)

218.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[Alcabel's solution](#)

219.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,785 global accepts · Rating: 1200 · first AC: 2020-06-18 · last AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[Alcabel's solution](#)

220.

1409C

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Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[Alcabel's solution](#)

221.

514A

[ChewbaD 6 æB çVÖ&W](#)[Tutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Alcabel's solution](#)

222.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,347 global accepts · Rating: 1200 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[Alcabel's solution](#)

223.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Alcabel's solution](#)

224.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,368 global accepts · Rating: 1200 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Alcabel's solution](#)

225.

459A

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

Quality: 36,411 global accepts · Rating: 1200 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alcabel's solution](#)

226.

1328C

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Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Alcabel's solution](#)

227.

1343C

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

Quality: 44,084 global accepts · Rating: 1200 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Alcabel's solution](#)

228.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,572 global accepts · Rating: 1200 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[Alcabel's solution](#)

229.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Alcabel's solution](#)

230.

466A

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Quality: 77,035 global accepts · Rating: 1200 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alcabel's solution](#)

231.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[Alcabel's solution](#)

232.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,365 global accepts · Rating: 1200 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[Alcabel's solution](#)

233.

1355A

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

Quality: 28,803 global accepts · Rating: 1200 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Alcabel's solution](#)

234.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,045 global accepts · Rating: 1200 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Alcabel's solution](#)

235.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-05-31 · last AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force,

implementation, math

[Alcabel's solution](#)

236.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,809 global accepts · Rating: 1200 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Alcabel's solution](#)

237.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,375 global accepts · Rating: 1200 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Alcabel's solution](#)

238.

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Alcabel's solution](#)

239.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,211 global accepts · Rating: 1200 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings

[Alcabel's solution](#)

240.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Alcabel's solution](#)

241.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Alcabel's solution](#)

242.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Alcabel's solution](#)

243.

103433A

[Company Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

244.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Alcabel's solution](#)

245.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms,

implementation

[Alcabel's solution](#)

246.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[Alcabel's solution](#)

247.

1810C

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

Quality: 16,552 global accepts · Rating: 1300 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Alcabel's solution](#)

248.

1753A1

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

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Alcabel's solution](#)

249.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Alcabel's solution](#)

250.

124C

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

Rating: 1300 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, number theory, sortings, strings

[Alcabel's solution](#)

251.

1174C

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

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[Alcabel's solution](#)

252.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Alcabel's solution](#)

253.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2021-06-29 · last AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Alcabel's solution](#)

254.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[Alcabel's solution](#)

255.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,202 global accepts · Rating: 1300 · first AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation

[Alcabel's solution](#)

256.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[Alcabel's solution](#)

257.

1443B

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Quality: 16,641 global accepts · Rating: 1300 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[Alcabel's solution](#)

258.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Alcabel's solution](#)

259.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Alcabel's solution](#)

260.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,070 global accepts · Rating: 1300 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Alcabel's solution](#)

261.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Alcabel's solution](#)

262.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,190 global accepts · Rating: 1300 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Alcabel's solution](#)

263.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Alcabel's solution](#)

264.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,917 global accepts · Rating: 1300 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Alcabel's solution](#)

265.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,989 global accepts · Rating: 1300 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[Alcabel's solution](#)

266.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1300 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Alcabel's solution](#)

267.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Alcabel's solution](#)

268.

230B

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Quality: 95,851 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[Alcabel's solution](#)

269.

1360D

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Quality: 43,019 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Alcabel's solution](#)

270.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 28,000 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Alcabel's solution](#)

271.

1654C

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Quality: 14,527 global accepts · Rating: 1400 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Alcabel's solution](#)

272.

1893A

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Quality: 15,082 global accepts · Rating: 1400 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Alcabel's solution](#)

273.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[Alcabel's solution](#)

274.

1967B1

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

Quality: 16,060 global accepts · Rating: 1400 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Alcabel's solution](#)

275.

1967A

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

Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Alcabel's solution](#)

276.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Alcabel's solution](#)

277.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Alcabel's solution](#)

278.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Alcabel's solution](#)

279.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Alcabel's solution](#)

280.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Alcabel's solution](#)

281.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,558 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[Alcabel's solution](#)

282.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Alcabel's solution](#)

283.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Alcabel's solution](#)

284.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Alcabel's solution](#)

285.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Alcabel's solution](#)

286.

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Alcabel's solution](#)

287.

1682C

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

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Alcabel's solution](#)

288.

112C

[Petya and Inequiations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-04-19 · PyPy 3-64 (first AC) · Tags: greedy, math

[Alcabel's solution](#)

289.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Alcabel's solution](#)

290.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers

[Alcabel's solution](#)

291.

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-11 · last AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Alcabel's solution](#)

292.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math

[Alcabel's solution](#)

293.

515C

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

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2020-05-10 · last AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Alcabel's solution](#)

294.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,958 global accepts · Rating: 1400 · first AC: 2020-05-23 · last AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Alcabel's solution](#)

295.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2020-05-08 · last AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Alcabel's solution](#)

296.

401C

[Team](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1400 · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Alcabel's solution](#)

297.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,687 global accepts · Rating: 1400 · first AC: 2020-05-08 · last AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Alcabel's solution](#)

298.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Alcabel's solution](#)

299.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,138 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Alcabel's solution](#)

300.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Alcabel's solution](#)

301.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Alcabel's solution](#)

302.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Alcabel's solution](#)

303.

1365C

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

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Alcabel's solution](#)

304.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,714 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Alcabel's solution](#)

305.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Alcabel's solution](#)

306.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2020-05-15 · last AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Alcabel's solution](#)

307.

279B

[Books](#) · [Tutorial](#)

Quality: 72,464 global accepts · Rating: 1400 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Alcabel's solution](#)

308.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,208 global accepts · Rating: 1400 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[Alcabel's solution](#)

309.

1924A

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

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

[Alcabel's solution](#)

310.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Alcabel's solution](#)

311.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Alcabel's solution](#)

312.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Alcabel's solution](#)

313.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,613 global accepts · Rating: 1500 · first AC: 2022-05-27 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings

[Alcabel's solution](#)

314.

902C

[Hashing Trees](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Alcabel's solution](#)

315.

148B

[Escape](#) · [Tutorial](#)

Quality: 6,018 global accepts · Rating: 1500 · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Alcabel's solution](#)

316.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Alcabel's solution](#)

317.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,835 global accepts · Rating: 1500 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Alcabel's solution](#)

318.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[Alcabel's solution](#)

319.

1542B

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

Quality: 26,544 global accepts · Rating: 1500 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Alcabel's solution](#)

320.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1500 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[Alcabel's solution](#)

321.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, math, sortings

[Alcabel's solution](#)

322.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Alcabel's solution](#)

323.

1546C

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

Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[Alcabel's solution](#)

324.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[Alcabel's solution](#)

325.

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[Alcabel's solution](#)

326.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[Alcabel's solution](#)

327.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[Alcabel's solution](#)

328.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, trees
[Alcabel's solution](#)

329.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,594 global accepts · Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[Alcabel's solution](#)

330.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,503 global accepts · Rating: 1500 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[Alcabel's solution](#)

331.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Alcabel's solution](#)

332.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2021-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
[Alcabel's solution](#)

333.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,151 global accepts · Rating: 1500 · first AC: 2021-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths
[Alcabel's solution](#)

334.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices
[Alcabel's solution](#)

335.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,563 global accepts · Rating: 1500 · first AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings
[Alcabel's solution](#)

336.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2020-10-01 · last AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[Alcabel's solution](#)

337.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,495 global accepts · Rating: 1500 · first AC: 2020-10-02 · last AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Alcabel's solution](#)

338.

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,932 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Alcabel's solution](#)

339.

1163B1

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

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Alcabel's solution](#)

340.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[Alcabel's solution](#)

341.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,641 global accepts · Rating: 1500 · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Alcabel's solution](#)

342.

455A

[Boredom](#) · [Tutorial](#)

Quality: 72,000 global accepts · Rating: 1500 · first AC: 2020-05-23 · last AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Alcabel's solution](#)

343.

1180C

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

Rating: 1500 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Alcabel's solution](#)

344.

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Alcabel's solution](#)

345.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Alcabel's solution](#)

346.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[Alcabel's solution](#)

347.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Alcabel's solution](#)

348.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,881 global accepts · Rating: 1500 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Alcabel's solution](#)

349.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,650 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[Alcabel's solution](#)

350.

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Alcabel's solution](#)

351.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Alcabel's solution](#)

352.

1368B

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

Quality: 21,443 global accepts · Rating: 1500 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Alcabel's solution](#)

353.

1106D

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

Quality: 19,665 global accepts · Rating: 1500 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Alcabel's solution](#)

354.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,634 global accepts · Rating: 1600 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Alcabel's solution](#)

355.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Alcabel's solution](#)

356.

1526C2

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

Quality: 29,765 global accepts · Rating: 1600 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Alcabel's solution](#)

357.

1781C

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

Quality: 10,462 global accepts · Rating: 1600 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Alcabel's solution](#)

358.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Alcabel's solution](#)

359.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[Alcabel's solution](#)

360.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Alcabel's solution](#)

361.

1678C

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

Rating: 1600 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Alcabel's solution](#)

362.

1688D

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

Rating: 1600 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Alcabel's solution](#)

363.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,132 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[Alcabel's solution](#)

364.

125C

[Hobbits' Party](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 1600 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Alcabel's solution](#)

365.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Alcabel's solution](#)

366.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Alcabel's solution](#)

367.

376D

[Maximum Submatrix 2](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, sortings

[Alcabel's solution](#)

368.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,730 global accepts · Rating: 1600 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[Alcabel's solution](#)

369.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Alcabel's solution](#)

370.

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Alcabel's solution](#)

371.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Alcabel's solution](#)

372.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[Alcabel's solution](#)

373.

817C

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

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, math

[Alcabel's solution](#)

374.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,444 global accepts · Rating: 1600 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: probabilities

[Alcabel's solution](#)

375.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[Alcabel's solution](#)

376.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[Alcabel's solution](#)

377.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Alcabel's solution](#)

378.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,675 global accepts · Rating: 1600 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[Alcabel's solution](#)

379.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[Alcabel's solution](#)

380.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,788 global accepts · Rating: 1600 · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, trees

[Alcabel's solution](#)

381.

1163B2

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

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Alcabel's solution](#)

382.

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, implementation

[Alcabel's solution](#)

383.

1437D

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

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[Alcabel's solution](#)

384.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Alcabel's solution](#)

385.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2020-05-29 · last AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Alcabel's solution](#)

386.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Alcabel's solution](#)

387.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1600 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[Alcabel's solution](#)

388.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[Alcabel's solution](#)

389.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Alcabel's solution](#)

390.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Alcabel's solution](#)

391.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Alcabel's solution](#)

392.

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Alcabel's solution](#)

393.

1936A

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

Quality: 8,661 global accepts · Rating: 1700 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Alcabel's solution](#)

394.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Alcabel's solution](#)

395.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Alcabel's solution](#)

396.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Alcabel's solution](#)

397.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Alcabel's solution](#)

398.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,167 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Alcabel's solution](#)

399.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[Alcabel's solution](#)

400.

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[Alcabel's solution](#)

401.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Alcabel's solution](#)

402.

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Alcabel's solution](#)

403.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[Alcabel's solution](#)

404.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Alcabel's solution](#)

405.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math

[Alcabel's solution](#)

406.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[Alcabel's solution](#)

407.

732D

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Quality: 5,922 global accepts · Rating: 1700 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

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408.

1598D

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410.

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1557C

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412.

1554B

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413.

1550C

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414.

1543D1

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1341D

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416.

427C

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417.

670E

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419.

1473D

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420.

486C

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421.

466C

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422.

126B

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423.

1413D

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424.

1422C

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425.

474D

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426.

118D

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[Alcabel's solution](#)

427.

1965B

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428.

1987D

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429.

1442A

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430.

1930D1

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431.

103433D

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432.

1870D

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433.

1781D

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434.

1852B

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435.

1852A

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436.

1728D

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Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

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437.

1721D

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438.

1691D

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439.

1064D

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440.

141C

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441.

1187C

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442.

1180D

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Rating: 1800 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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443.

1637D

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444.

1552D

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445.

1549D

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Rating: 1800 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers

[Alcabel's solution](#)

446.

1367D

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447.

1401D

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448.

1326D2

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

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449.

1329A

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Quality: 9,669 global accepts · Rating: 1800 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Alcabel's solution](#)

450.

1554C

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Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

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451.

1388C

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Quality: 10,413 global accepts · Rating: 1800 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, trees

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452.

1509C

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Quality: 15,314 global accepts · Rating: 1800 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Alcabel's solution](#)

453.

1554D

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Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Alcabel's solution](#)

454.

1437C

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Quality: 12,187 global accepts · Rating: 1800 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Alcabel's solution](#)

455.

1249D2

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Quality: 5,777 global accepts · Rating: 1800 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

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456.

1420D

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Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-10-13 · last AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

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457.

220B

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458.

776C

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459.

747D

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460.

1034A

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461.

1396B

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Quality: 12,945 global accepts · Rating: 1800 · first AC: 2021-04-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

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462.

1398D

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463.

1355C

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464.

448D

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465.

1328D

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466.

1475D

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467.

478C

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468.

1463C

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469.

1462F

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470.

271D

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471.

2002D1

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472.

1969D

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Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

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473.

1957D

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474.

103433B

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Rating: 1900 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

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475.

1854A2

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476.

1656D

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477.

1163C2

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478.

1163C1

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479.

6E

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480.

1700D

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481.

1697D

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Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
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482.

1689D

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Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths
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483.

959E

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484.

1173D

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Rating: 1900 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees
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485.

1679D

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486.

1413C

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487.

1175D

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Quality: 7,068 global accepts · Rating: 1900 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
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488.

1202D

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489.

505C

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490.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

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491.

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

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492.

1305D

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493.

61E

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Quality: 15,178 global accepts · Rating: 1900 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

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494.

190D

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Quality: 2,661 global accepts · Rating: 1900 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

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495.

1369D

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[Alcabel's solution](#)

496.

463C

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Quality: 9,185 global accepts · Rating: 1900 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, implementation

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497.

1348D

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Quality: 9,342 global accepts · Rating: 1900 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

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498.

817D

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499.

1547F

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Quality: 6,955 global accepts · Rating: 1900 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Alcabel's solution](#)

500.

1546D

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Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Alcabel's solution](#)

501.

1543C

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Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[Alcabel's solution](#)

502.

1036C

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Quality: 13,382 global accepts · Rating: 1900 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

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503.

961E

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Quality: 4,235 global accepts · Rating: 1900 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures

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504.

192E

[Fools and Roads](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

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505.

914D

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Quality: 6,385 global accepts · Rating: 1900 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[Alcabel's solution](#)

506.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Alcabel's solution](#)

507.

1484D

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[Alcabel's solution](#)

508.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy

[Alcabel's solution](#)

509.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1900 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Alcabel's solution](#)

510.

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Alcabel's solution](#)

511.

5C

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

Quality: 18,072 global accepts · Rating: 1900 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Alcabel's solution](#)

512.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Alcabel's solution](#)

513.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Alcabel's solution](#)

514.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Alcabel's solution](#)

515.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Alcabel's solution](#)

516.

1978E

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

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Alcabel's solution](#)

517.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Alcabel's solution](#)

518.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Alcabel's solution](#)

519.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: games

[Alcabel's solution](#)

520.

103433I

[Minimal Product](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

521.

103433K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

522.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 2000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Alcabel's solution](#)

523.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[Alcabel's solution](#)

524.

1753C

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Alcabel's solution](#)

525.

844D

[Interactive LowerBound](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, interactive, probabilities

[Alcabel's solution](#)

526.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Alcabel's solution](#)

527.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[Alcabel's solution](#)

528.

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[Alcabel's solution](#)

529.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Alcabel's solution](#)

530.

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

[Alcabel's solution](#)

531.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: *special, dfs and similar, hashing, strings

[Alcabel's solution](#)

532.

1199E

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

Rating: 2000 · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Alcabel's solution](#)

533.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Alcabel's solution](#)

534.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Alcabel's solution](#)

535.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[Alcabel's solution](#)

536.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2021-07-06 · last AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[Alcabel's solution](#)

537.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,366 global accepts · Rating: 2000 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Alcabel's solution](#)

538.

1088D

[Ehab and another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[Alcabel's solution](#)

539.

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[Alcabel's solution](#)

540.

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Alcabel's solution](#)

541.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 2000 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp
[Alcabel's solution](#)

542.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[Alcabel's solution](#)

543.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 2000 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers
[Alcabel's solution](#)

544.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,864 global accepts · Rating: 2000 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures
[Alcabel's solution](#)

545.

47C

[Crossword](#) · [Tutorial](#)

Quality: 868 global accepts · Rating: 2000 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Alcabel's solution](#)

546.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Alcabel's solution](#)

547.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,071 global accepts · Rating: 2000 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Alcabel's solution](#)

548.

1350D

[Orac and Medians](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Alcabel's solution](#)

549.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2100 · first AC: 2024-08-13 · last AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers
[Alcabel's solution](#)

550.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees
[Alcabel's solution](#)

551.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Alcabel's solution](#)

552.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Alcabel's solution](#)

553.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Alcabel's solution](#)

554.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[Alcabel's solution](#)

555.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[Alcabel's solution](#)

556.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Alcabel's solution](#)

557.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Alcabel's solution](#)

558.

1265E

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

Quality: 4,524 global accepts · Rating: 2100 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, probabilities

[Alcabel's solution](#)

559.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[Alcabel's solution](#)

560.

129D

[String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, string suffix structures, strings

[Alcabel's solution](#)

561.

609E

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

Quality: 10,274 global accepts · Rating: 2100 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Alcabel's solution](#)

562.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Alcabel's solution](#)

563.

1343E

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

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[Alcabel's solution](#)

564.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2022-05-27 · last AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Alcabel's solution](#)

565.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,851 global accepts · Rating: 2100 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Alcabel's solution](#)

566.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Alcabel's solution](#)

567.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2100 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry

[Alcabel's solution](#)

568.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[Alcabel's solution](#)

569.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[Alcabel's solution](#)

570.

373E

[Watching Fireworks is Fun](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Alcabel's solution](#)

571.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2021-07-24 · last AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry
[Alcabel's solution](#)

572.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,238 global accepts · Rating: 2100 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees
[Alcabel's solution](#)

573.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2021-06-30 · last AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation
[Alcabel's solution](#)

574.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
[Alcabel's solution](#)

575.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
[Alcabel's solution](#)

576.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,533 global accepts · Rating: 2100 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers
[Alcabel's solution](#)

577.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Alcabel's solution](#)

578.

1484E

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[Alcabel's solution](#)

579.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy
[Alcabel's solution](#)

580.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
[Alcabel's solution](#)

581.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Alcabel's solution](#)

582.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[Alcabel's solution](#)

583.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Alcabel's solution](#)

584.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Alcabel's solution](#)

585.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Alcabel's solution](#)

586.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Alcabel's solution](#)

587.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Alcabel's solution](#)

588.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Alcabel's solution](#)

589.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[Alcabel's solution](#)

590.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Alcabel's solution](#)

591.

907D

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

Rating: 2200 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Alcabel's solution](#)

592.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[Alcabel's solution](#)

593.

559C

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

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Alcabel's solution](#)

594.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Alcabel's solution](#)

595.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Alcabel's solution](#)

596.

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Alcabel's solution](#)

597.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Alcabel's solution](#)

598.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Alcabel's solution](#)

599.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Alcabel's solution](#)

600.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Alcabel's solution](#)

601.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Alcabel's solution](#)

602.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Alcabel's solution](#)

603.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Alcabel's solution](#)

604.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[Alcabel's solution](#)

605.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Alcabel's solution](#)

606.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[Alcabel's solution](#)

607.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities, shortest paths

[Alcabel's solution](#)

608.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, strings

[Alcabel's solution](#)

609.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[Alcabel's solution](#)

610.

713C

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

Quality: 6,536 global accepts · Rating: 2300 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Alcabel's solution](#)

611.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Alcabel's solution](#)

612.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Alcabel's solution](#)

613.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[Alcabel's solution](#)

614.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Alcabel's solution](#)

615.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Alcabel's solution](#)

616.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Alcabel's solution](#)

617.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,758 global accepts · Rating: 2300 · first AC: 2022-05-24 · last AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[Alcabel's solution](#)

618.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Alcabel's solution](#)

619.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Alcabel's solution](#)

620.

652E

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Alcabel's solution](#)

621.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Alcabel's solution](#)

622.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[Alcabel's solution](#)

623.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, hashing, sortings

[Alcabel's solution](#)

624.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Alcabel's solution](#)

625.

1549F1

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

Rating: 2300 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: geometry, number theory

[Alcabel's solution](#)

626.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[Alcabel's solution](#)

627.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[Alcabel's solution](#)

628.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2023-01-10 · last AC: 2024-10-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Alcabel's solution](#)

629.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Alcabel's solution](#)

630.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[Alcabel's solution](#)

631.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Alcabel's solution](#)

632.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Alcabel's solution](#)

633.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[Alcabel's solution](#)

634.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Alcabel's solution](#)

635.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Alcabel's solution](#)

636.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Alcabel's solution](#)

637.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices

[Alcabel's solution](#)

638.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2400 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[Alcabel's solution](#)

639.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Alcabel's solution](#)

640.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Alcabel's solution](#)

641.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Alcabel's solution](#)

642.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Alcabel's solution](#)

643.

866D

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

Rating: 2400 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers

[Alcabel's solution](#)

644.

1844E

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Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Alcabel's solution](#)

645.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Alcabel's solution](#)

646.

959F

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

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices

[Alcabel's solution](#)

647.

115E

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Quality: 2,214 global accepts · Rating: 2400 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

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648.

311B

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Quality: 4,304 global accepts · Rating: 2400 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Alcabel's solution](#)

649.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[Alcabel's solution](#)

650.

1633E

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Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[Alcabel's solution](#)

651.

1679E

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

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings
[Alcabel's solution](#)

652.

246E

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Quality: 4,522 global accepts · Rating: 2400 · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings
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653.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
[Alcabel's solution](#)

654.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees
[Alcabel's solution](#)

655.

922F

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Quality: 743 global accepts · Rating: 2400 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[Alcabel's solution](#)

656.

1083E

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Quality: 5,617 global accepts · Rating: 2400 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry
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657.

1619H

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Quality: 1,434 global accepts · Rating: 2400 · first AC: 2022-03-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers
[Alcabel's solution](#)

658.

446C

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Quality: 3,934 global accepts · Rating: 2400 · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory
[Alcabel's solution](#)

659.

542A

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Quality: 620 global accepts · Rating: 2400 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings
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660.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees
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661.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[Alcabel's solution](#)

662.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Alcabel's solution](#)

663.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Alcabel's solution](#)

664.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Alcabel's solution](#)

665.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Alcabel's solution](#)

666.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, sortings

[Alcabel's solution](#)

667.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Alcabel's solution](#)

668.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Alcabel's solution](#)

669.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[Alcabel's solution](#)

670.

868F

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

Quality: 5,101 global accepts · Rating: 2500 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[Alcabel's solution](#)

671.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2022-11-29 · MS C++ 2017 (first AC) · Tags: dp, graphs, implementation

[Alcabel's solution](#)

672.

508D

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

Quality: 4,233 global accepts · Rating: 2500 · first AC: 2021-08-11 · last AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Alcabel's solution](#)

673.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[Alcabel's solution](#)

674.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, math, sortings

[Alcabel's solution](#)

675.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Alcabel's solution](#)

676.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Alcabel's solution](#)

677.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[Alcabel's solution](#)

678.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,361 global accepts · Rating: 2500 · first AC: 2022-06-10 · last AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Alcabel's solution](#)

679.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Alcabel's solution](#)

680.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Alcabel's solution](#)

681.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy
[Alcabel's solution](#)

682.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive
[Alcabel's solution](#)

683.

622F

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

Quality: 4,945 global accepts · Rating: 2600 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: math
[Alcabel's solution](#)

684.

755F

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

Quality: 1,864 global accepts · Rating: 2600 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy
[Alcabel's solution](#)

685.

103433F

[How to Learn You Score](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[Alcabel's solution](#)

686.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math
[Alcabel's solution](#)

687.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings
[Alcabel's solution](#)

688.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings
[Alcabel's solution](#)

689.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities
[Alcabel's solution](#)

690.

1844F1

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-17 · last AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[Alcabel's solution](#)

691.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[Alcabel's solution](#)

692.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[Alcabel's solution](#)

693.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees
[Alcabel's solution](#)

694.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities
[Alcabel's solution](#)

695.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[Alcabel's solution](#)

696.

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry
[Alcabel's solution](#)

697.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[Alcabel's solution](#)

698.

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp
[Alcabel's solution](#)

699.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry
[Alcabel's solution](#)

700.

1681E

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

Quality: 940 global accepts · Rating: 2600 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths
[Alcabel's solution](#)

701.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Alcabel's solution](#)

702.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[Alcabel's solution](#)

703.

1408G

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

Quality: 1,302 global accepts · Rating: 2700 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Alcabel's solution](#)

704.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Alcabel's solution](#)

705.

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Alcabel's solution](#)

706.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Alcabel's solution](#)

707.

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Alcabel's solution](#)

708.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Alcabel's solution](#)

709.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[Alcabel's solution](#)

710.

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Alcabel's solution](#)

711.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Alcabel's solution](#)

712.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2021-12-20 · last AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[Alcabel's solution](#)

713.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[Alcabel's solution](#)

714.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, sortings

[Alcabel's solution](#)

715.

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[Alcabel's solution](#)

716.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[Alcabel's solution](#)

717.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-12 · last AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Alcabel's solution](#)

718.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Alcabel's solution](#)

719.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Alcabel's solution](#)

720.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Alcabel's solution](#)

721.

1394D

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

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, trees

[Alcabel's solution](#)

722.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Alcabel's solution](#)

723.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Alcabel's solution](#)

724.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Alcabel's solution](#)

725.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, implementation

[Alcabel's solution](#)

726.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[Alcabel's solution](#)

727.

1844F2

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

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[Alcabel's solution](#)

728.

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[Alcabel's solution](#)

729.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Alcabel's solution](#)

730.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[Alcabel's solution](#)

731.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Alcabel's solution](#)

732.

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[Alcabel's solution](#)

733.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Alcabel's solution](#)

734.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy

[Alcabel's solution](#)

735.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2023-07-23 · last AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows

[Alcabel's solution](#)

736.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Alcabel's solution](#)

737.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar

[Alcabel's solution](#)

738.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[Alcabel's solution](#)

739.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Alcabel's solution](#)

740.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[Alcabel's solution](#)

741.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[Alcabel's solution](#)

742.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[Alcabel's solution](#)

743.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, sortings

[Alcabel's solution](#)

744.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[Alcabel's solution](#)

745.

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[Alcabel's solution](#)

746.

104295K

[B = C](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alcabel's solution](#)

747.

102128C

[Well, Just You Wait!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alcabel's solution](#)

748.

102128B

[Cake Tasting](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alcabel's solution](#)

749.

102128A

[Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alcabel's solution](#)

750.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees

[Alcabel's solution](#)

751.

1940A

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

Quality: 105 global accepts · Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dfs and similar, dsu, graphs

[Alcabel's solution](#)

752.

1049494

[ASK On D](#) · [ADS>C´8DdK](#)

Rating: — · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

753.

1049507

[Split into Triplets](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

754.

1041568

[Aã1DfC0>C\\$5CÔ=C O Ct0CD0Dt0 C0@Câ AD\\$@Cä:C€](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

755.

102893C

[Check Markers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

756.

102893B

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

757.

102893D

[Multiple Subject Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

758.

102893J

[Straight](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

759.

102893F

[SMS from MCHS](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

760.

102893A

[Bank Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

761.

100805K

[Top Secret Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

762.

100805F

[Rescue Rangers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Alcabel's solution](#)

763.

100805H

[Three States](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Alcabel's solution](#)

764.

100805J

[A @C,2D 5 C;CTBCäGC=8](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Alcabel's solution](#)

765.

100805B

[Median Smoothing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Alcabel's solution](#)

766.

100805I

[A@C=CTBC D41C 8C](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Alcabel's solution](#)

767.

100805D

[Re-branding](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Alcabel's solution](#)

768.

100805A

[A @C,BC =D :C,,5 D4GCT=D 5](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Alcabel's solution](#)

769.

100805G

[Wizard Fight](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Alcabel's solution](#)

770.

100805C

[A=BOäriaC 7C 2Cä4CR ECä7Dô8CD](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Alcabel's solution](#)

771.

100805E

[B 0026T4CT=C,,5 CD@C :Cä=Cä2](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Alcabel's solution](#)

772.

103985B

[A12E76D=Cä5 CÔ5C >](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[Alcabel's solution](#)

773.

103985I

[A=CDlaCT@D :C,,9 C;D41](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

774.

103985C

[A=DD:~C`5C\\$AC=8CR 2Cä?D >D K](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

775.

103985E

[B >D B C,,@Cä2C=0 CÄ>CÔ5D](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

776.

103985H

[B >C C CÔ>' @D44CÔ8C](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

777.

103985F

[Aä@C\\$K D,,5 C4>D](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

778.

103985G

[A=DD:~C :C :Cä=DD5D](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

779.

103985J

[A=DD:~C =C,,O C, ?Cä1C,,BCä2Cä5 A€](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

780.

103985A

[A" AC\\$5D\\$5 D >DD8D\\$>C](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

781.

101979H

[Aô5D\\$5D 1D4@C3đ](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

782.

101979G

[A CD 3CT@D² 2 <~McDuck's>>](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

783.

101979I

[A4=Cä<DÄ D,,;Dô?D² 8 DÔ:D BD 0D 5CÔACä@CÔKCR ACô>D >C =CäAD\\$8](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

784.

101979K

[A10C8D 8CÔB](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

785.

101979F

[B4@002CÔ5CÔ8Dò <C BCT<C BC,,GCTAC=>C' <C 3C,,8](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

786.

101979L

[AD800!Cä<D°](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

787.

101979D

[A0>0DAD\\$@Cä:C, ?Cä4Cô>D ;CT4Cä2C BCT;DÄ=CäAD\\$5C•](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

788.

101979C

[AäF046DÔBC, ?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

789.

102860F

[String Art](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

790.

102860E

[Flag with Stars](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

791.

102399E

[write me!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

792.

102399B

[A'8Dt=CäAD\\$ L D,,8D >C#8DR 2Ct3C´OCD>C](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

793.

102399C

[A,,20#D4HC#0-CD CD 0Dt>C# 8 D\\$5Cä@C,,O C\\$5D >DôBCÔ>D BCT9](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

794.

102399J

[A#>C0aD4@D :CäBC,,:Cä2](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

795.

102399H

[BD>0#00 A CD5C´5CÔ8CT< C, CCÄ=Cä6CT=C,,5CÀ](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

796.

102399L

[AD>DraC4>C' HCα0D@](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

797.

102399D

[AD>DraC48 C" AD\\$@C =CP](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

798.

102399G

[Bd50rKCR BCäGCα8](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

799.

103984D

[B·10ä0d² 2 Cö>DT>C@](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

800.

103984G

[A000ä<CäCC4>C´LCÔ0Dò ;Cä<C =C O](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

801.

103984J

[Split and sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

802.

104182D

[RestORe](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

803.

104182E

[Non-adjacent Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

804.

103483J

[Yurik and Woodwork Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

805.

1041554

[B·00t=QäFC\\$5D\\$=D´5 D\\$>Dt:C€](#)

Rating: — · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

806.

1041567

[A=00A#C€](#)

Rating: — · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

807.

102341C

[Cloyster](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

808.

103586D

[Aö»OD7](#)
[Aö»OD7CT<CÔ0Dò ;C 1Cä@C BCä@C,,O](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

809.

103608D

[AÔ50ä1](#)
[AÔ50ä1D´GCÔ0Dò ;Cä2D4HC=0](#)

Rating: — · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

810.

104094B

[GPS Hack](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

811.

1029354

[A E=DS5CÔ=C](#)

Rating: — · first AC: 2022-07-27 · last AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

812.

101627D

[Math Candies](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

813.

1024794

[Aä7T»C](#)
[Aä7T»C08C 4C 4C´O D >C >D\\$>C](#)

Rating: — · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

814.

102551C

[Aô@Cä1](#)
[Aô@Cä1D4:D\\$K C" MC=ACô5CD8Dd8C€](#)

Rating: — · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

815.

102551D

[AD»DrB](#)
[AD»DrB 2C=0 Cò>DtBD°](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

816.

102551B

[B 7Cä@Cä](#)
[B 7Cä@CäAD\\$=Cä9 D\\$@C =D ?Cä@D](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

817.

102551A

[BSQ0C=](#)
[BSQ0C= D ?Cä@D\\$8D >C\\$:C 0D BCTDC :D\\$>C](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

818.

1024808

[A;C; BD°](#)

Rating: — · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

819.

1024806

[A;C;@Cä2C D4GC AD\\$:C](#)

Rating: — · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

820.

1024807

[A;C;Cä<C B](#)

Rating: — · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

821.

1024805

[A;C;,<C ;DÄ=Cä5 Cö@Cä8Ct2CT4CT=C,,5](#)

Rating: — · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

822.

1024793

[A>D;C; D @D4BC,,=Cä9](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

823.

1024792

[A;C;B2D'HCT=C,,5 D :Cä@CäAD\\$8](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

824.

1024791

[B;C;CäAD\\$LC=2C 4D 0D\\$>C](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

825.

101278D

[A;C;B CT2C,,=C](#)

Rating: — · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

826.

102860A

[Jumping Machine · Tutorial](#)

Rating: — · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

827.

101277D

[A;C;CCT;Dö1D 0](#)

Rating: — · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

828.

1035323

[B;C;C4>C'LCÖ0Dò 3Cä;Cä2Cä;Cä<C=0](#)

Rating: — · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

829.

1035324

[AÄDÄC,,2D²Ô?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

830.

1020864

[AÄDÄj8CÔ=Cä5 Cä1D4GCT=C,,5](#)

Rating: — · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

831.

1020908

[BÜÜÜÜj5CÔ8CR =C ?C @D°](#)

Rating: — · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

832.

1017148

[AÄDÄC>D\\$:C 1Cä;DÄHC,,E CD0CÔ=D´E](#)

Rating: — · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

833.

1017134

[AÄ>CÔ8D\\$>D 8CÔ3 D\\$@D41](#)

Rating: — · first AC: 2022-07-22 · last AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

834.

1005888

[AÄC48Dt5D :C,,5 CÔ>D BC ;D°](#)

Rating: — · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

835.

1008828

[AÄDÄ<Cä=C,,GCÔ0Dò ?CäAC´5CD>C\\$0D\\$5C´LCÔ>D BDÀ](#)

Rating: — · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

836.

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

837.

103483F

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

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

838.

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

839.

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

840.

103483D

[Exam registration](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

841.

103631C

[A, E D \\$ 5 D = D ' 5 C \\$ K D T > C D = D ' 5](#)

Rating: — · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

842.

103631B

[A a 7 D \\$ 8 C Ä 8 C t 0 D d 8 D ò 7 C : D 4 ? C ä :](#)

Rating: — · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

843.

100238B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

844.

101149G

[Of Zorcs and Axes](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alcabel's solution](#)

845.

102651C

[Optimal Truck](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

846.

102651B

[Tetris Remastered](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

847.

100114J

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

848.

102860I

[Walk of Three](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

849.

1029368

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

850.

1029353

[A, T C A 5 C Ô Q C Ô = C O A D A](#)

Rating: — · first AC: 2021-02-17 · last AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: —

Alcabel's solution

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Rating: — · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

862.

101551B

[AliKingspress](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

863.

1005887

[B4H000D:C ?C`8D\\$:C€](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

864.

1005886

[ASKDrGC :C ;CTAC](#)

Rating: — · first AC: 2021-10-22 · PyPy 3-64 (first AC) · Tags: —

[Alcabel's solution](#)

865.

1005885

[A=DaC1aDd5C\\$0Dò ;C,,=C,,O](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

866.

1017145

[B44C:0CT=C,,5 Dt8D 5C°](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

867.

1017146

[B BC@C O Cα=C,,3C](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

868.

1017147

[A=Q@ACäBC DCT9CT@C\\$5D :C](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

869.

1017133

[A BDD8](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

870.

1017132

[A=ZC4D 0D\\$K C, :D41D°](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

871.

1017131

[B4D4GD,,5CÔ8CR CD ?CT2C 5CÄ>D BC€](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

872.

1005863

[B 5C=0](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

873.

1005862

[A@C7D°](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

874.

1005861

[ASKO>D 7C;C](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

875.

101187E

[B UDHG,,DD >C\\$:C AÔ](#)

Rating: — · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

876.

100026J

[Annihilate the Beetles](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

877.

100971I

[Deadline](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

878.

100113K

[The Merry Student Life During the Term...](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

879.

101149B

[No Time for Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

880.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

881.

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

882.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

883.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

884.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

885.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

886.

102860K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

887.

102860C

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alcabel's solution](#)

888.

100247F

[Battle Fury](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alcabel's solution](#)

889.

100135J

[J](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alcabel's solution](#)

890.

100135D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alcabel's solution](#)

891.

100135K

[K](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alcabel's solution](#)

892.

100135F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alcabel's solution](#)

893.

100135E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alcabel's solution](#)

894.

100135C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alcabel's solution](#)

895.

100135B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alcabel's solution](#)

896.

100135A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alcabel's solution](#)