

[CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

Unique solved — AlexLuchianov

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

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

Filters: none

Count: 1,560

1.

977A

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

Quality: 217,493 global accepts · Rating: 800 · first AC: 2021-09-17 · Rust (first AC) · Tags: implementation

[AlexLuchianov's solution](#)

2.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,531 global accepts · Rating: 800 · first AC: 2021-09-17 · Rust (first AC) · Tags: implementation

[AlexLuchianov's solution](#)

3.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,942 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AlexLuchianov's solution](#)

4.

1556A

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

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[AlexLuchianov's solution](#)

5.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[AlexLuchianov's solution](#)

6.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[AlexLuchianov's solution](#)

7.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AlexLuchianov's solution](#)

8.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AlexLuchianov's solution](#)

9.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2021-05-17 · Rust (first AC) · Tags: brute force, data structures, implementation

[AlexLuchianov's solution](#)

10.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 270,989 global accepts · Rating: 800 · first AC: 2021-05-12 · Rust (first AC) · Tags: implementation, strings

[AlexLuchianov's solution](#)

11.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,561 global accepts · Rating: 800 · first AC: 2021-05-12 · Rust (first AC) · Tags: implementation

[AlexLuchianov's solution](#)

12.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,355 global accepts · Rating: 800 · first AC: 2021-05-12 · Rust (first AC) · Tags: greedy, implementation, sortings, strings

[AlexLuchianov's solution](#)

13.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,006 global accepts · Rating: 800 · first AC: 2021-05-12 · Rust (first AC) · Tags: implementation

[AlexLuchianov's solution](#)

14.

112A

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

Quality: 287,257 global accepts · Rating: 800 · first AC: 2021-05-12 · Rust (first AC) · Tags: implementation, strings

[AlexLuchianov's solution](#)

15.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,296 global accepts · Rating: 800 · first AC: 2021-05-12 · Rust (first AC) · Tags: implementation

[AlexLuchianov's solution](#)

16.

231A

[Team](#) · [Tutorial](#)

Quality: 430,272 global accepts · Rating: 800 · first AC: 2021-05-12 · Rust (first AC) · Tags: brute force, greedy

[AlexLuchianov's solution](#)

17.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,725 global accepts · Rating: 800 · first AC: 2021-05-12 · Rust (first AC) · Tags: greedy, math

[AlexLuchianov's solution](#)

18.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,125 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[AlexLuchianov's solution](#)

19.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[AlexLuchianov's solution](#)

20.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,668 global accepts · Rating: 800 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[AlexLuchianov's solution](#)

21.

1400A

[String Similarity](#) · [Tutorial](#)

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[AlexLuchianov's solution](#)

22.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[AlexLuchianov's solution](#)

23.

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[AlexLuchianov's solution](#)

24.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,784 global accepts · Rating: 800 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[AlexLuchianov's solution](#)

25.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,063 global accepts · Rating: 800 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[AlexLuchianov's solution](#)

26.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[AlexLuchianov's solution](#)

27.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,478 global accepts · Rating: 800 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[AlexLuchianov's solution](#)

28.

1348A

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

Quality: 42,850 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[AlexLuchianov's solution](#)

29.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,412 global accepts · Rating: 800 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[AlexLuchianov's solution](#)

30.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,406 global accepts · Rating: 800 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[AlexLuchianov's solution](#)

31.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,499 global accepts · Rating: 800 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[AlexLuchianov's solution](#)

32.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[AlexLuchianov's solution](#)

33.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math
[AlexLuchianov's solution](#)

34.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,398 global accepts · Rating: 800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[AlexLuchianov's solution](#)

35.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,917 global accepts · Rating: 800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[AlexLuchianov's solution](#)

36.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,534 global accepts · Rating: 800 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[AlexLuchianov's solution](#)

37.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[AlexLuchianov's solution](#)

38.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[AlexLuchianov's solution](#)

39.

1186A

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

Quality: 42,456 global accepts · Rating: 800 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[AlexLuchianov's solution](#)

40.

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: math
[AlexLuchianov's solution](#)

41.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: 800 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[AlexLuchianov's solution](#)

42.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[AlexLuchianov's solution](#)

43.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,068 global accepts · Rating: 800 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[AlexLuchianov's solution](#)

44.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[AlexLuchianov's solution](#)

45.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,263 global accepts · Rating: 800 · first AC: 2019-09-20 · C++14 (GCC 6-32) (first AC) · Tags: strings

[AlexLuchianov's solution](#)

46.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,871 global accepts · Rating: 800 · first AC: 2019-09-19 · Java 8 (first AC) · Tags: brute force, math

[AlexLuchianov's solution](#)

47.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AlexLuchianov's solution](#)

48.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AlexLuchianov's solution](#)

49.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AlexLuchianov's solution](#)

50.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2019-02-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[AlexLuchianov's solution](#)

51.

1088A

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

Quality: 17,636 global accepts · Rating: 800 · first AC: 2019-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[AlexLuchianov's solution](#)

52.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AlexLuchianov's solution](#)

53.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[AlexLuchianov's solution](#)

54.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,128 global accepts · Rating: 800 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[AlexLuchianov's solution](#)

55.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[AlexLuchianov's solution](#)

56.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[AlexLuchianov's solution](#)

57.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: implementation
[AlexLuchianov's solution](#)

58.

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 800 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: implementation
[AlexLuchianov's solution](#)

59.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: sortings
[AlexLuchianov's solution](#)

60.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: implementation, sortings
[AlexLuchianov's solution](#)

61.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,234 global accepts · Rating: 800 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: brute force, implementation
[AlexLuchianov's solution](#)

62.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms
[AlexLuchianov's solution](#)

63.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[AlexLuchianov's solution](#)

64.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,242 global accepts · Rating: 800 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: brute force, implementation
[AlexLuchianov's solution](#)

65.

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · GNU C++ (first AC) · Tags: brute force, implementation
[AlexLuchianov's solution](#)

66.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,221 global accepts · Rating: 800 · first AC: 2017-04-13 · GNU C++ (first AC) · Tags: implementation
[AlexLuchianov's solution](#)

67.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-04-13 · GNU C++ (first AC) · Tags: brute force, implementation
[AlexLuchianov's solution](#)

68.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,108 global accepts · Rating: 900 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[AlexLuchianov's solution](#)

69.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,686 global accepts · Rating: 900 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[AlexLuchianov's solution](#)

70.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[AlexLuchianov's solution](#)

71.

96A

[Football](#) · [Tutorial](#)

Quality: 193,652 global accepts · Rating: 900 · first AC: 2021-05-13 · Rust (first AC) · Tags: implementation, strings
[AlexLuchianov's solution](#)

72.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[AlexLuchianov's solution](#)

73.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,205 global accepts · Rating: 900 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[AlexLuchianov's solution](#)

74.

1247A

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

Rating: 900 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: math
[AlexLuchianov's solution](#)

75.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[AlexLuchianov's solution](#)

76.

1238A

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

Quality: 28,060 global accepts · Rating: 900 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[AlexLuchianov's solution](#)

77.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[AlexLuchianov's solution](#)

78.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[AlexLuchianov's solution](#)

79.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[AlexLuchianov's solution](#)

80.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,768 global accepts · Rating: 900 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[AlexLuchianov's solution](#)

81.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[AlexLuchianov's solution](#)

82.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[AlexLuchianov's solution](#)

83.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AlexLuchianov's solution](#)

84.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: implementation

[AlexLuchianov's solution](#)

85.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 900 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: implementation, strings

[AlexLuchianov's solution](#)

86.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2021-05-16 · Rust (first AC) · Tags: geometry, math

[AlexLuchianov's solution](#)

87.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,296 global accepts · Rating: 1000 · first AC: 2021-05-16 · Rust (first AC) · Tags: implementation

[AlexLuchianov's solution](#)

88.

1515B

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

Quality: 27,067 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[AlexLuchianov's solution](#)

89.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AlexLuchianov's solution](#)

90.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,039 global accepts · Rating: 1000 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[AlexLuchianov's solution](#)

91.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,690 global accepts · Rating: 1000 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[AlexLuchianov's solution](#)

92.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AlexLuchianov's solution](#)

93.

1266A

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

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[AlexLuchianov's solution](#)

94.

1090M

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

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AlexLuchianov's solution](#)

95.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[AlexLuchianov's solution](#)

96.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1000 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AlexLuchianov's solution](#)

97.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AlexLuchianov's solution](#)

98.

1256A

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

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[AlexLuchianov's solution](#)

99.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[AlexLuchianov's solution](#)

100.

1247B1

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

Rating: 1000 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AlexLuchianov's solution](#)

101.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[AlexLuchianov's solution](#)

102.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

103.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers

[AlexLuchianov's solution](#)

104.

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math

[AlexLuchianov's solution](#)

105.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[AlexLuchianov's solution](#)

106.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[AlexLuchianov's solution](#)

107.

1244B

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

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[AlexLuchianov's solution](#)

108.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,392 global accepts · Rating: 1000 · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AlexLuchianov's solution](#)

109.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[AlexLuchianov's solution](#)

110.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation
[AlexLuchianov's solution](#)

111.

1051B

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

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[AlexLuchianov's solution](#)

112.

1027A

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

Quality: 18,802 global accepts · Rating: 1000 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: implementation, strings
[AlexLuchianov's solution](#)

113.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,223 global accepts · Rating: 1000 · first AC: 2018-08-16 · GNU C++11 (first AC) · Tags: math
[AlexLuchianov's solution](#)

114.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: implementation, math
[AlexLuchianov's solution](#)

115.

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: sortings
[AlexLuchianov's solution](#)

116.

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-04-14 · GNU C++ (first AC) · Tags: constructive algorithms, math
[AlexLuchianov's solution](#)

117.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2017-04-13 · last AC: 2022-02-10 · GNU C++ (first AC) · Tags: implementation, sortings
[AlexLuchianov's solution](#)

118.

1575A

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

Quality: 5,183 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings
[AlexLuchianov's solution](#)

119.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,852 global accepts · Rating: 1100 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[AlexLuchianov's solution](#)

120.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[AlexLuchianov's solution](#)

121.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,830 global accepts · Rating: 1100 · first AC: 2021-05-14 · Rust (first AC) · Tags: *special, greedy, implementation
[AlexLuchianov's solution](#)

122.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math
[AlexLuchianov's solution](#)

123.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[AlexLuchianov's solution](#)

124.

527A

[Playing with Paper](#) · [Tutorial](#)

Quality: 15,552 global accepts · Rating: 1100 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[AlexLuchianov's solution](#)

125.

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[AlexLuchianov's solution](#)

126.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math
[AlexLuchianov's solution](#)

127.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[AlexLuchianov's solution](#)

128.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: math
[AlexLuchianov's solution](#)

129.

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1100 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation
[AlexLuchianov's solution](#)

130.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[AlexLuchianov's solution](#)

131.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,608 global accepts · Rating: 1100 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[AlexLuchianov's solution](#)

132.

785B

[Anton and Classes](#) · [Tutorial](#)

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2017-04-10 · GNU C++ (first AC) · Tags: greedy, sortings

[AlexLuchianov's solution](#)

133.

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-04-09 · GNU C++ (first AC) · Tags: implementation, math

[AlexLuchianov's solution](#)

134.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,886 global accepts · Rating: 1100 · first AC: 2017-01-02 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory

[AlexLuchianov's solution](#)

135.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[AlexLuchianov's solution](#)

136.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AlexLuchianov's solution](#)

137.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[AlexLuchianov's solution](#)

138.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,739 global accepts · Rating: 1200 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[AlexLuchianov's solution](#)

139.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[AlexLuchianov's solution](#)

140.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,549 global accepts · Rating: 1200 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[AlexLuchianov's solution](#)

141.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,021 global accepts · Rating: 1200 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AlexLuchianov's solution](#)

142.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[AlexLuchianov's solution](#)

143.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, implementation

[AlexLuchianov's solution](#)

144.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,812 global accepts · Rating: 1200 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[AlexLuchianov's solution](#)

145.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AlexLuchianov's solution](#)

146.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AlexLuchianov's solution](#)

147.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[AlexLuchianov's solution](#)

148.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math

[AlexLuchianov's solution](#)

149.

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AlexLuchianov's solution](#)

150.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AlexLuchianov's solution](#)

151.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[AlexLuchianov's solution](#)

152.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2019-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AlexLuchianov's solution](#)

153.

1214C

[Bad Sequence](#) · [Tutorial](#)

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

[AlexLuchianov's solution](#)

154.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[AlexLuchianov's solution](#)

155.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[AlexLuchianov's solution](#)

156.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AlexLuchianov's solution](#)

157.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[AlexLuchianov's solution](#)

158.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[AlexLuchianov's solution](#)

159.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2018-08-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[AlexLuchianov's solution](#)

160.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: implementation, math

[AlexLuchianov's solution](#)

161.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,938 global accepts · Rating: 1200 · first AC: 2018-08-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[AlexLuchianov's solution](#)

162.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: greedy, sortings

[AlexLuchianov's solution](#)

163.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[AlexLuchianov's solution](#)

164.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-04-10 · GNU C++ (first AC) · Tags: brute force, math, number theory
[AlexLuchianov's solution](#)

165.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[AlexLuchianov's solution](#)

166.

1601A

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

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory
[AlexLuchianov's solution](#)

167.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[AlexLuchianov's solution](#)

168.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[AlexLuchianov's solution](#)

169.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,521 global accepts · Rating: 1300 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: math
[AlexLuchianov's solution](#)

170.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[AlexLuchianov's solution](#)

171.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[AlexLuchianov's solution](#)

172.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1300 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[AlexLuchianov's solution](#)

173.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[AlexLuchianov's solution](#)

174.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[AlexLuchianov's solution](#)

175.

1381A1

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

Quality: 21,723 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[AlexLuchianov's solution](#)

176.

144B

[Meeting](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1300 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AlexLuchianov's solution](#)

177.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AlexLuchianov's solution](#)

178.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[AlexLuchianov's solution](#)

179.

476B

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

Quality: 37,027 global accepts · Rating: 1300 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[AlexLuchianov's solution](#)

180.

1247B2

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

Rating: 1300 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[AlexLuchianov's solution](#)

181.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[AlexLuchianov's solution](#)

182.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math

[AlexLuchianov's solution](#)

183.

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[AlexLuchianov's solution](#)

184.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[AlexLuchianov's solution](#)

185.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[AlexLuchianov's solution](#)

186.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1300 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[AlexLuchianov's solution](#)

187.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[AlexLuchianov's solution](#)

188.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AlexLuchianov's solution](#)

189.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,227 global accepts · Rating: 1300 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[AlexLuchianov's solution](#)

190.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,678 global accepts · Rating: 1300 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[AlexLuchianov's solution](#)

191.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[AlexLuchianov's solution](#)

192.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,872 global accepts · Rating: 1300 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[AlexLuchianov's solution](#)

193.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[AlexLuchianov's solution](#)

194.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[AlexLuchianov's solution](#)

195.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation

[AlexLuchianov's solution](#)

196.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,519 global accepts · Rating: 1300 · first AC: 2018-08-31 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[AlexLuchianov's solution](#)

197.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[AlexLuchianov's solution](#)

198.

982B

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

Quality: 8,948 global accepts · Rating: 1300 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[AlexLuchianov's solution](#)

199.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar

[AlexLuchianov's solution](#)

200.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: math, number theory

[AlexLuchianov's solution](#)

201.

792B

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

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-04-13 · GNU C++ (first AC) · Tags: implementation

[AlexLuchianov's solution](#)

202.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-04-11 · GNU C++ (first AC) · Tags: greedy, implementation, math

[AlexLuchianov's solution](#)

203.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[AlexLuchianov's solution](#)

204.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[AlexLuchianov's solution](#)

205.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: interactive

[AlexLuchianov's solution](#)

206.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[AlexLuchianov's solution](#)

207.

279B

[Books](#) · [Tutorial](#)

Quality: 72,433 global accepts · Rating: 1400 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[AlexLuchianov's solution](#)

208.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,185 global accepts · Rating: 1400 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[AlexLuchianov's solution](#)

209.

489C

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

Quality: 51,681 global accepts · Rating: 1400 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[AlexLuchianov's solution](#)

210.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[AlexLuchianov's solution](#)

211.

1348B

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

Quality: 27,491 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[AlexLuchianov's solution](#)

212.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[AlexLuchianov's solution](#)

213.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[AlexLuchianov's solution](#)

214.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[AlexLuchianov's solution](#)

215.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

math, number theory

[AlexLuchianov's solution](#)

216.

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AlexLuchianov's solution](#)

217.

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[AlexLuchianov's solution](#)

218.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[AlexLuchianov's solution](#)

219.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AlexLuchianov's solution](#)

220.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AlexLuchianov's solution](#)

221.

1245C

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

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AlexLuchianov's solution](#)

222.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[AlexLuchianov's solution](#)

223.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[AlexLuchianov's solution](#)

224.

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[AlexLuchianov's solution](#)

225.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,594 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AlexLuchianov's solution](#)

226.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AlexLuchianov's solution](#)

227.

26B

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

Quality: 25,855 global accepts · Rating: 1400 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AlexLuchianov's solution](#)

228.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: combinatorics, greedy, implementation, math

[AlexLuchianov's solution](#)

229.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1400 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: games, math, number theory

[AlexLuchianov's solution](#)

230.

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-08-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[AlexLuchianov's solution](#)

231.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[AlexLuchianov's solution](#)

232.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,060 global accepts · Rating: 1400 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[AlexLuchianov's solution](#)

233.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: implementation, trees

[AlexLuchianov's solution](#)

234.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[AlexLuchianov's solution](#)

235.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[AlexLuchianov's solution](#)

236.

748C

[Santa Claus and Robot](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1400 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[AlexLuchianov's solution](#)

237.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu,

implementation

[AlexLuchianov's solution](#)

238.

576A

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

Quality: 15,929 global accepts · Rating: 1500 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AlexLuchianov's solution](#)

239.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[AlexLuchianov's solution](#)

240.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,869 global accepts · Rating: 1500 · first AC: 2021-05-14 · Rust (first AC) · Tags: dp, greedy

[AlexLuchianov's solution](#)

241.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[AlexLuchianov's solution](#)

242.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[AlexLuchianov's solution](#)

243.

611C

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

Quality: 9,025 global accepts · Rating: 1500 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[AlexLuchianov's solution](#)

244.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[AlexLuchianov's solution](#)

245.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[AlexLuchianov's solution](#)

246.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,366 global accepts · Rating: 1500 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AlexLuchianov's solution](#)

247.

1418C

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

Quality: 28,137 global accepts · Rating: 1500 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[AlexLuchianov's solution](#)

248.

1416A

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

Quality: 16,721 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[AlexLuchianov's solution](#)

249.

1404A

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

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AlexLuchianov's solution](#)

250.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[AlexLuchianov's solution](#)

251.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[AlexLuchianov's solution](#)

252.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AlexLuchianov's solution](#)

253.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AlexLuchianov's solution](#)

254.

1368B

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

Quality: 21,430 global accepts · Rating: 1500 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[AlexLuchianov's solution](#)

255.

273A

[Dima and Staircase](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

256.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[AlexLuchianov's solution](#)

257.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AlexLuchianov's solution](#)

258.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AlexLuchianov's solution](#)

259.

760B

[Frodo and pillows](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[AlexLuchianov's solution](#)

260.

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[AlexLuchianov's solution](#)

261.

177C2

[Party](#) · [Tutorial](#)

Quality: 3,013 global accepts · Rating: 1500 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[AlexLuchianov's solution](#)

262.

177C1

[Party](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 1500 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[AlexLuchianov's solution](#)

263.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[AlexLuchianov's solution](#)

264.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices
[AlexLuchianov's solution](#)

265.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[AlexLuchianov's solution](#)

266.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[AlexLuchianov's solution](#)

267.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[AlexLuchianov's solution](#)

268.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: math
[AlexLuchianov's solution](#)

269.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[AlexLuchianov's solution](#)

270.

1186D

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

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[AlexLuchianov's solution](#)

271.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle
[AlexLuchianov's solution](#)

272.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees
[AlexLuchianov's solution](#)

273.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[AlexLuchianov's solution](#)

274.

960B

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

Quality: 12,395 global accepts · Rating: 1500 · first AC: 2019-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[AlexLuchianov's solution](#)

275.

102348G

[Swap Letters](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: —
[AlexLuchianov's solution](#)

276.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,659 global accepts · Rating: 1500 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees
[AlexLuchianov's solution](#)

277.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[AlexLuchianov's solution](#)

278.

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[AlexLuchianov's solution](#)

279.

1136C

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

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[AlexLuchianov's solution](#)

280.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[AlexLuchianov's solution](#)

281.

1106D

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

Quality: 19,657 global accepts · Rating: 1500 · first AC: 2019-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[AlexLuchianov's solution](#)

282.

1106B

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

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[AlexLuchianov's solution](#)

283.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[AlexLuchianov's solution](#)

284.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[AlexLuchianov's solution](#)

285.

1051C

[Vasya and Multisets](#) · [Tutorial](#)

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, math

[AlexLuchianov's solution](#)

286.

265D

[Good Sequences](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-08-31 · GNU C++11 (first AC) · Tags: dp, number theory

[AlexLuchianov's solution](#)

287.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[AlexLuchianov's solution](#)

288.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: implementation

[AlexLuchianov's solution](#)

289.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,857 global accepts · Rating: 1500 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[AlexLuchianov's solution](#)

290.

325A

[Square and Rectangles](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2016-12-10 · GNU C++ (first AC) · Tags: implementation

[AlexLuchianov's solution](#)

291.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[AlexLuchianov's solution](#)

292.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[AlexLuchianov's solution](#)

293.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[AlexLuchianov's solution](#)

294.

1528A

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

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[AlexLuchianov's solution](#)

295.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[AlexLuchianov's solution](#)

296.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-05-16 · Rust (first AC) · Tags: data structures, implementation

[AlexLuchianov's solution](#)

297.

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-05-16 · Rust (first AC) · Tags: two pointers

[AlexLuchianov's solution](#)

298.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2021-05-14 · Rust (first AC) · Tags: games, trees

[AlexLuchianov's solution](#)

299.

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[AlexLuchianov's solution](#)

300.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers

[AlexLuchianov's solution](#)

301.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,316 global accepts · Rating: 1600 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AlexLuchianov's solution](#)

302.

273B

[Dima and Two Sequences](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[AlexLuchianov's solution](#)

303.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings

[AlexLuchianov's solution](#)

304.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[AlexLuchianov's solution](#)

305.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[AlexLuchianov's solution](#)

306.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AlexLuchianov's solution](#)

307.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[AlexLuchianov's solution](#)

308.

1262D1

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

Rating: 1600 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[AlexLuchianov's solution](#)

309.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

310.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[AlexLuchianov's solution](#)

311.

1251C

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

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
[AlexLuchianov's solution](#)

312.

1238C

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

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[AlexLuchianov's solution](#)

313.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[AlexLuchianov's solution](#)

314.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: games, math, number theory
[AlexLuchianov's solution](#)

315.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers
[AlexLuchianov's solution](#)

316.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[AlexLuchianov's solution](#)

317.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[AlexLuchianov's solution](#)

318.

453A

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

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: probabilities
[AlexLuchianov's solution](#)

319.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,052 global accepts · Rating: 1600 · first AC: 2019-01-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
[AlexLuchianov's solution](#)

320.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[AlexLuchianov's solution](#)

321.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[AlexLuchianov's solution](#)

322.

323A

[Black-and-White Cube](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 1600 · first AC: 2018-09-13 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms
[AlexLuchianov's solution](#)

323.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-09-10 · GNU C++11 (first AC) · Tags: data structures, implementation
[AlexLuchianov's solution](#)

324.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-10 · GNU C++11 (first AC) · Tags: greedy, two pointers
[AlexLuchianov's solution](#)

325.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,747 global accepts · Rating: 1600 · first AC: 2018-08-31 · GNU C++11 (first AC) · Tags: math, number theory
[AlexLuchianov's solution](#)

326.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,110 global accepts · Rating: 1600 · first AC: 2018-08-30 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings
[AlexLuchianov's solution](#)

327.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2018-08-29 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation
[AlexLuchianov's solution](#)

328.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: greedy
[AlexLuchianov's solution](#)

329.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: math, number theory
[AlexLuchianov's solution](#)

330.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: greedy
[AlexLuchianov's solution](#)

331.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,316 global accepts · Rating: 1600 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[AlexLuchianov's solution](#)

332.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2018-08-16 · GNU C++11 (first AC) · Tags: brute force, math

[AlexLuchianov's solution](#)

333.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[AlexLuchianov's solution](#)

334.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-26 · GNU C++11 (first AC) · Tags: geometry, implementation

[AlexLuchianov's solution](#)

335.

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[AlexLuchianov's solution](#)

336.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[AlexLuchianov's solution](#)

337.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2017-12-16 · GNU C++ (first AC) · Tags: greedy

[AlexLuchianov's solution](#)

338.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-29 · GNU C++ (first AC) · Tags: implementation, strings

[AlexLuchianov's solution](#)

339.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2017-04-10 · GNU C++ (first AC) · Tags: binary search, math

[AlexLuchianov's solution](#)

340.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-04-02 · last AC: 2017-04-02 · GNU C++ (first AC) · Tags: dp, two pointers

[AlexLuchianov's solution](#)

341.

1578H

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

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

[AlexLuchianov's solution](#)

342.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[AlexLuchianov's solution](#)

343.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[AlexLuchianov's solution](#)

344.

977F

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

Quality: 25,131 global accepts · Rating: 1700 · first AC: 2021-05-14 · Rust (first AC) · Tags: dp
[AlexLuchianov's solution](#)

345.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation
[AlexLuchianov's solution](#)

346.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, trees
[AlexLuchianov's solution](#)

347.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math
[AlexLuchianov's solution](#)

348.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[AlexLuchianov's solution](#)

349.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[AlexLuchianov's solution](#)

350.

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers
[AlexLuchianov's solution](#)

351.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[AlexLuchianov's solution](#)

352.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[AlexLuchianov's solution](#)

353.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[AlexLuchianov's solution](#)

354.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[AlexLuchianov's solution](#)

355.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[AlexLuchianov's solution](#)

356.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,890 global accepts · Rating: 1700 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[AlexLuchianov's solution](#)

357.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[AlexLuchianov's solution](#)

358.

1262C

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[AlexLuchianov's solution](#)

359.

131E

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

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[AlexLuchianov's solution](#)

360.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AlexLuchianov's solution](#)

361.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths

[AlexLuchianov's solution](#)

362.

1248C

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

Rating: 1700 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[AlexLuchianov's solution](#)

363.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[AlexLuchianov's solution](#)

364.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[AlexLuchianov's solution](#)

365.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2019-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[AlexLuchianov's solution](#)

366.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-09-25 · last AC: 2019-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[AlexLuchianov's solution](#)

367.

1229A

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

Rating: 1700 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[AlexLuchianov's solution](#)

368.

102348D

[Ticket Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: —

[AlexLuchianov's solution](#)

369.

126B

[Password](#) · [Tutorial](#)

Quality: 24,768 global accepts · Rating: 1700 · first AC: 2019-09-07 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[AlexLuchianov's solution](#)

370.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[AlexLuchianov's solution](#)

371.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[AlexLuchianov's solution](#)

372.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[AlexLuchianov's solution](#)

373.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AlexLuchianov's solution](#)

374.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[AlexLuchianov's solution](#)

375.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: bitmasks, dp

[AlexLuchianov's solution](#)

376.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: greedy, strings

[AlexLuchianov's solution](#)

377.

546D

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

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math, number theory

[AlexLuchianov's solution](#)

378.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2018-08-31 · GNU C++11 (first AC) · Tags: dp

[AlexLuchianov's solution](#)

379.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 1700 · first AC: 2018-08-31 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[AlexLuchianov's solution](#)

380.

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-20 · GNU C++11 (first AC) · Tags: binary search, strings

[AlexLuchianov's solution](#)

381.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[AlexLuchianov's solution](#)

382.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: brute force

[AlexLuchianov's solution](#)

383.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[AlexLuchianov's solution](#)

384.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: greedy, math

[AlexLuchianov's solution](#)

385.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-06-22 · GNU C++11 (first AC) · Tags: implementation, math

[AlexLuchianov's solution](#)

386.

990D

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

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[AlexLuchianov's solution](#)

387.

937C

[Save Energy!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: math

[AlexLuchianov's solution](#)

388.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs

[AlexLuchianov's solution](#)

389.

918D

[MADMAX](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

[AlexLuchianov's solution](#)

390.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-04-02 · GNU C++ (first AC) · Tags: brute force, implementation, math

[AlexLuchianov's solution](#)

391.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[AlexLuchianov's solution](#)

392.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[AlexLuchianov's solution](#)

393.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp

[AlexLuchianov's solution](#)

394.

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[AlexLuchianov's solution](#)

395.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[AlexLuchianov's solution](#)

396.

24C

[Sequence of points](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[AlexLuchianov's solution](#)

397.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[AlexLuchianov's solution](#)

398.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[AlexLuchianov's solution](#)

399.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[AlexLuchianov's solution](#)

400.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[AlexLuchianov's solution](#)

401.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, sortings

[AlexLuchianov's solution](#)

402.

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: math, ternary search

[AlexLuchianov's solution](#)

403.

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[AlexLuchianov's solution](#)

404.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-25 · last AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[AlexLuchianov's solution](#)

405.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[AlexLuchianov's solution](#)

406.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[AlexLuchianov's solution](#)

407.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AlexLuchianov's solution](#)

408.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[AlexLuchianov's solution](#)

409.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 1800 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[AlexLuchianov's solution](#)

410.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AlexLuchianov's solution](#)

411.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[AlexLuchianov's solution](#)

412.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[AlexLuchianov's solution](#)

413.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[AlexLuchianov's solution](#)

414.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[AlexLuchianov's solution](#)

415.

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AlexLuchianov's solution](#)

416.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[AlexLuchianov's solution](#)

417.

1262D2

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

Rating: 1800 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[AlexLuchianov's solution](#)

418.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[AlexLuchianov's solution](#)

419.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[AlexLuchianov's solution](#)

420.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[AlexLuchianov's solution](#)

421.

1247D

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[AlexLuchianov's solution](#)

422.

1136D

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

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AlexLuchianov's solution](#)

423.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[AlexLuchianov's solution](#)

424.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[AlexLuchianov's solution](#)

425.

1249D1

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

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AlexLuchianov's solution](#)

426.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[AlexLuchianov's solution](#)

427.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees
[AlexLuchianov's solution](#)

428.

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[AlexLuchianov's solution](#)

429.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: games
[AlexLuchianov's solution](#)

430.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[AlexLuchianov's solution](#)

431.

1109B

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

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings
[AlexLuchianov's solution](#)

432.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,110 global accepts · Rating: 1800 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities
[AlexLuchianov's solution](#)

433.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2019-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp
[AlexLuchianov's solution](#)

434.

1083A

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

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[AlexLuchianov's solution](#)

435.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[AlexLuchianov's solution](#)

436.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest

paths, trees

[AlexLuchianov's solution](#)

437.

1058D

[Vasya and Triangle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: geometry

[AlexLuchianov's solution](#)

438.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: brute force, math

[AlexLuchianov's solution](#)

439.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-09-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[AlexLuchianov's solution](#)

440.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[AlexLuchianov's solution](#)

441.

688D

[Remainders Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[AlexLuchianov's solution](#)

442.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation, trees

[AlexLuchianov's solution](#)

443.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2018-08-20 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, strings

[AlexLuchianov's solution](#)

444.

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-08-04 · GNU C++11 (first AC) · Tags: binary search, interactive

[AlexLuchianov's solution](#)

445.

1016D

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

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, math

[AlexLuchianov's solution](#)

446.

1016C

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

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: dp, implementation

[AlexLuchianov's solution](#)

447.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-06-17 · GNU C++11 (first AC) · Tags: combinatorics, math

[AlexLuchianov's solution](#)

448.

984D

[XOR-pyramid](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: dp

[AlexLuchianov's solution](#)

449.

300C

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: brute force, combinatorics

[AlexLuchianov's solution](#)

450.

918C

[The Monster](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, math

[AlexLuchianov's solution](#)

451.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,013 global accepts · Rating: 1800 · first AC: 2017-11-20 · last AC: 2017-11-20 · GNU C++11 (first AC) · Tags: data structures, strings

[AlexLuchianov's solution](#)

452.

483B

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

Quality: 4,348 global accepts · Rating: 1800 · first AC: 2017-01-02 · GNU C++ (first AC) · Tags: binary search, math

[AlexLuchianov's solution](#)

453.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[AlexLuchianov's solution](#)

454.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1900 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, dsu

[AlexLuchianov's solution](#)

455.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[AlexLuchianov's solution](#)

456.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AlexLuchianov's solution](#)

457.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[AlexLuchianov's solution](#)

458.

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy
[AlexLuchianov's solution](#)

459.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,172 global accepts · Rating: 1900 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[AlexLuchianov's solution](#)

460.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings
[AlexLuchianov's solution](#)

461.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, graphs
[AlexLuchianov's solution](#)

462.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees
[AlexLuchianov's solution](#)

463.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers
[AlexLuchianov's solution](#)

464.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings
[AlexLuchianov's solution](#)

465.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings
[AlexLuchianov's solution](#)

466.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[AlexLuchianov's solution](#)

467.

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths
[AlexLuchianov's solution](#)

468.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[AlexLuchianov's solution](#)

469.

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[AlexLuchianov's solution](#)

470.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, two pointers

[AlexLuchianov's solution](#)

471.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[AlexLuchianov's solution](#)

472.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[AlexLuchianov's solution](#)

473.

41E

[3-cycles](#) · [Tutorial](#)

Quality: 2,227 global accepts · Rating: 1900 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[AlexLuchianov's solution](#)

474.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,883 global accepts · Rating: 1900 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[AlexLuchianov's solution](#)

475.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: 1900 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[AlexLuchianov's solution](#)

476.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AlexLuchianov's solution](#)

477.

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy

[AlexLuchianov's solution](#)

478.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[AlexLuchianov's solution](#)

479.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[AlexLuchianov's solution](#)

480.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[AlexLuchianov's solution](#)

481.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[AlexLuchianov's solution](#)

482.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[AlexLuchianov's solution](#)

483.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[AlexLuchianov's solution](#)

484.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,603 global accepts · Rating: 1900 · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[AlexLuchianov's solution](#)

485.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[AlexLuchianov's solution](#)

486.

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[AlexLuchianov's solution](#)

487.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[AlexLuchianov's solution](#)

488.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[AlexLuchianov's solution](#)

489.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[AlexLuchianov's solution](#)

490.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation
[AlexLuchianov's solution](#)

491.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory
[AlexLuchianov's solution](#)

492.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, hashing
[AlexLuchianov's solution](#)

493.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings
[AlexLuchianov's solution](#)

494.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers
[AlexLuchianov's solution](#)

495.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search
[AlexLuchianov's solution](#)

496.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, number theory, two pointers
[AlexLuchianov's solution](#)

497.

389D

[Fox and Minimal path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-12-13 · last AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths
[AlexLuchianov's solution](#)

498.

1078A

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

Rating: 1900 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, shortest paths
[AlexLuchianov's solution](#)

499.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[AlexLuchianov's solution](#)

500.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[AlexLuchianov's solution](#)

501.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[AlexLuchianov's solution](#)

502.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[AlexLuchianov's solution](#)

503.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing

[AlexLuchianov's solution](#)

504.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[AlexLuchianov's solution](#)

505.

63D

[Dividing Island](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 1900 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[AlexLuchianov's solution](#)

506.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[AlexLuchianov's solution](#)

507.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[AlexLuchianov's solution](#)

508.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[AlexLuchianov's solution](#)

509.

327D

[Block Tower](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2018-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AlexLuchianov's solution](#)

510.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 1900 · first AC: 2018-08-30 · GNU C++11 (first AC) · Tags: dp, probabilities

[AlexLuchianov's solution](#)

511.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,044 global accepts · Rating: 1900 · first AC: 2018-08-05 · last AC: 2018-08-11 · GNU C++11 (first AC) · Tags: combinatorics, dp

[AlexLuchianov's solution](#)

512.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[AlexLuchianov's solution](#)

513.

994D

[Open Communication](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: bitmasks

[AlexLuchianov's solution](#)

514.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[AlexLuchianov's solution](#)

515.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, trees

[AlexLuchianov's solution](#)

516.

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,812 global accepts · Rating: 1900 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: math, probabilities

[AlexLuchianov's solution](#)

517.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 2000 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[AlexLuchianov's solution](#)

518.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,595 global accepts · Rating: 2000 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[AlexLuchianov's solution](#)

519.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[AlexLuchianov's solution](#)

520.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[AlexLuchianov's solution](#)

521.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[AlexLuchianov's solution](#)

522.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[AlexLuchianov's solution](#)

523.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,267 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[AlexLuchianov's solution](#)

524.

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AlexLuchianov's solution](#)

525.

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, two pointers

[AlexLuchianov's solution](#)

526.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[AlexLuchianov's solution](#)

527.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: games

[AlexLuchianov's solution](#)

528.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[AlexLuchianov's solution](#)

529.

1427D

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

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[AlexLuchianov's solution](#)

530.

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AlexLuchianov's solution](#)

531.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[AlexLuchianov's solution](#)

532.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[AlexLuchianov's solution](#)

533.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[AlexLuchianov's solution](#)

534.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[AlexLuchianov's solution](#)

535.

877E

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

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[AlexLuchianov's solution](#)

536.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[AlexLuchianov's solution](#)

537.

668D

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

Rating: 2000 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

538.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games

[AlexLuchianov's solution](#)

539.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[AlexLuchianov's solution](#)

540.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[AlexLuchianov's solution](#)

541.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: ternary search

[AlexLuchianov's solution](#)

542.

314C

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

Quality: 2,004 global accepts · Rating: 2000 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[AlexLuchianov's solution](#)

543.

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[AlexLuchianov's solution](#)

544.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[AlexLuchianov's solution](#)

545.

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, strings

[AlexLuchianov's solution](#)

546.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math

[AlexLuchianov's solution](#)

547.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math

[AlexLuchianov's solution](#)

548.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AlexLuchianov's solution](#)

549.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 2000 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[AlexLuchianov's solution](#)

550.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules

[AlexLuchianov's solution](#)

551.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[AlexLuchianov's solution](#)

552.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings, strings

[AlexLuchianov's solution](#)

553.

1256E

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

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[AlexLuchianov's solution](#)

554.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[AlexLuchianov's solution](#)

555.

1248D1

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

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[AlexLuchianov's solution](#)

556.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[AlexLuchianov's solution](#)

557.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[AlexLuchianov's solution](#)

558.

1244C

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

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[AlexLuchianov's solution](#)

559.

1229B

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

Rating: 2000 · first AC: 2019-09-23 · last AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[AlexLuchianov's solution](#)

560.

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[AlexLuchianov's solution](#)

561.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2019-09-09 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees
[AlexLuchianov's solution](#)

562.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2019-09-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
[AlexLuchianov's solution](#)

563.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2019-09-08 · GNU C++11 (first AC) · Tags: combinatorics, dp
[AlexLuchianov's solution](#)

564.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2019-09-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[AlexLuchianov's solution](#)

565.

1214E

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

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees
[AlexLuchianov's solution](#)

566.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[AlexLuchianov's solution](#)

567.

389E

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

Rating: 2000 · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[AlexLuchianov's solution](#)

568.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[AlexLuchianov's solution](#)

569.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory
[AlexLuchianov's solution](#)

570.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math
[AlexLuchianov's solution](#)

571.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2018-09-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[AlexLuchianov's solution](#)

572.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,752 global accepts · Rating: 2000 · first AC: 2018-08-20 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[AlexLuchianov's solution](#)

573.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: combinatorics, dp

[AlexLuchianov's solution](#)

574.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2018-01-27 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[AlexLuchianov's solution](#)

575.

842D

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

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2017-09-05 · GNU C++ (first AC) · Tags: binary search, data structures

[AlexLuchianov's solution](#)

576.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AlexLuchianov's solution](#)

577.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[AlexLuchianov's solution](#)

578.

609E

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

Quality: 10,272 global accepts · Rating: 2100 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[AlexLuchianov's solution](#)

579.

763B

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

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry

[AlexLuchianov's solution](#)

580.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[AlexLuchianov's solution](#)

581.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[AlexLuchianov's solution](#)

582.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[AlexLuchianov's solution](#)

583.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2100 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[AlexLuchianov's solution](#)

584.

466E

[Information Graph](#) · [Tutorial](#)

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[AlexLuchianov's solution](#)

585.

466D

[Increase Sequence](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[AlexLuchianov's solution](#)

586.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[AlexLuchianov's solution](#)

587.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[AlexLuchianov's solution](#)

588.

309B

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

Quality: 818 global accepts · Rating: 2100 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[AlexLuchianov's solution](#)

589.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

[AlexLuchianov's solution](#)

590.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: —

[AlexLuchianov's solution](#)

591.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[AlexLuchianov's solution](#)

592.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[AlexLuchianov's solution](#)

593.

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[AlexLuchianov's solution](#)

594.

1392E

[Omkar and Duck · Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[AlexLuchianov's solution](#)

595.

521B

[Cubes · Tutorial](#)

Rating: 2100 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[AlexLuchianov's solution](#)

596.

1365F

[Swaps Again · Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[AlexLuchianov's solution](#)

597.

132D

[Constants in the language of Shakespeare · Tutorial](#)

Quality: 724 global accepts · Rating: 2100 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[AlexLuchianov's solution](#)

598.

489F

[Special Matrices · Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[AlexLuchianov's solution](#)

599.

766E

[Mahmoud and a xor trip · Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[AlexLuchianov's solution](#)

600.

899F

[Letters Removing · Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[AlexLuchianov's solution](#)

601.

497C

[Distributing Parts · Tutorial](#)

Rating: 2100 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[AlexLuchianov's solution](#)

602.

1284D

[New Year and Conference · Tutorial](#)

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[AlexLuchianov's solution](#)

603.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings
[AlexLuchianov's solution](#)

604.

400E

[Inna and Binary Logic](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2100 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures
[AlexLuchianov's solution](#)

605.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[AlexLuchianov's solution](#)

606.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math
[AlexLuchianov's solution](#)

607.

702E

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

Quality: 3,108 global accepts · Rating: 2100 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs
[AlexLuchianov's solution](#)

608.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[AlexLuchianov's solution](#)

609.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[AlexLuchianov's solution](#)

610.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[AlexLuchianov's solution](#)

611.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[AlexLuchianov's solution](#)

612.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings
[AlexLuchianov's solution](#)

613.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[AlexLuchianov's solution](#)

614.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[AlexLuchianov's solution](#)

615.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[AlexLuchianov's solution](#)

616.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer

[AlexLuchianov's solution](#)

617.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[AlexLuchianov's solution](#)

618.

920E

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

Quality: 7,749 global accepts · Rating: 2100 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[AlexLuchianov's solution](#)

619.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

620.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

621.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[AlexLuchianov's solution](#)

622.

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2019-10-23 · last AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[AlexLuchianov's solution](#)

623.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[AlexLuchianov's solution](#)

624.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2019-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[AlexLuchianov's solution](#)

625.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2019-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, trees

[AlexLuchianov's solution](#)

626.

321C

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

Quality: 9,392 global accepts · Rating: 2100 · first AC: 2019-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[AlexLuchianov's solution](#)

627.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings

[AlexLuchianov's solution](#)

628.

748E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2100 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[AlexLuchianov's solution](#)

629.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[AlexLuchianov's solution](#)

630.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[AlexLuchianov's solution](#)

631.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[AlexLuchianov's solution](#)

632.

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[AlexLuchianov's solution](#)

633.

1000E

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

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[AlexLuchianov's solution](#)

634.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: dp

[AlexLuchianov's solution](#)

635.

485D

[Maximum Value](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: binary search, sortings

[AlexLuchianov's solution](#)

636.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[AlexLuchianov's solution](#)

637.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2018-08-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[AlexLuchianov's solution](#)

638.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2018-06-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, geometry

[AlexLuchianov's solution](#)

639.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2018-06-14 · GNU C++11 (first AC) · Tags: brute force, greedy

[AlexLuchianov's solution](#)

640.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-06-14 · GNU C++11 (first AC) · Tags: dp, math, number theory

[AlexLuchianov's solution](#)

641.

919E

[Congruence Equation](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-02-01 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[AlexLuchianov's solution](#)

642.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[AlexLuchianov's solution](#)

643.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[AlexLuchianov's solution](#)

644.

1580C

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

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures,

implementation

[AlexLuchianov's solution](#)

645.

593C

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

Quality: 325 global accepts · Rating: 2200 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[AlexLuchianov's solution](#)

646.

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[AlexLuchianov's solution](#)

647.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[AlexLuchianov's solution](#)

648.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[AlexLuchianov's solution](#)

649.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, trees

[AlexLuchianov's solution](#)

650.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AlexLuchianov's solution](#)

651.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[AlexLuchianov's solution](#)

652.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[AlexLuchianov's solution](#)

653.

1556E

[Equilibrium](#) · [Tutorial](#)

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

[AlexLuchianov's solution](#)

654.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[AlexLuchianov's solution](#)

655.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[AlexLuchianov's solution](#)

656.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[AlexLuchianov's solution](#)

657.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[AlexLuchianov's solution](#)

658.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[AlexLuchianov's solution](#)

659.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: greedy, implementation

[AlexLuchianov's solution](#)

660.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[AlexLuchianov's solution](#)

661.

354E

[Lucky Number Representation](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2200 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[AlexLuchianov's solution](#)

662.

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[AlexLuchianov's solution](#)

663.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

[AlexLuchianov's solution](#)

664.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[AlexLuchianov's solution](#)

665.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[AlexLuchianov's solution](#)

666.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[AlexLuchianov's solution](#)

667.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, trees

[AlexLuchianov's solution](#)

668.

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[AlexLuchianov's solution](#)

669.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[AlexLuchianov's solution](#)

670.

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AlexLuchianov's solution](#)

671.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[AlexLuchianov's solution](#)

672.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[AlexLuchianov's solution](#)

673.

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[AlexLuchianov's solution](#)

674.

1180E

[Serge and Dining Room](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[AlexLuchianov's solution](#)

675.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory

[AlexLuchianov's solution](#)

676.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[AlexLuchianov's solution](#)

677.

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[AlexLuchianov's solution](#)

678.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AlexLuchianov's solution](#)

679.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities, trees

[AlexLuchianov's solution](#)

680.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[AlexLuchianov's solution](#)

681.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[AlexLuchianov's solution](#)

682.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

683.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees

[AlexLuchianov's solution](#)

684.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[AlexLuchianov's solution](#)

685.

618D

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

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[AlexLuchianov's solution](#)

686.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, sortings

[AlexLuchianov's solution](#)

687.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AlexLuchianov's solution](#)

688.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,115 global accepts · Rating: 2200 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[AlexLuchianov's solution](#)

689.

1262F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AlexLuchianov's solution](#)

690.

1262E

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[AlexLuchianov's solution](#)

691.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry

[AlexLuchianov's solution](#)

692.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[AlexLuchianov's solution](#)

693.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[AlexLuchianov's solution](#)

694.

508E

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

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[AlexLuchianov's solution](#)

695.

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2200 · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees
[AlexLuchianov's solution](#)

696.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory
[AlexLuchianov's solution](#)

697.

1247E

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[AlexLuchianov's solution](#)

698.

1249F

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

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[AlexLuchianov's solution](#)

699.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[AlexLuchianov's solution](#)

700.

1238F

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[AlexLuchianov's solution](#)

701.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[AlexLuchianov's solution](#)

702.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,043 global accepts · Rating: 2200 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
[AlexLuchianov's solution](#)

703.

102348C

[Marbles](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[AlexLuchianov's solution](#)

704.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees
[AlexLuchianov's solution](#)

705.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: greedy, math

[AlexLuchianov's solution](#)

706.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-09-10 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[AlexLuchianov's solution](#)

707.

219E

[Parking Lot](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2200 · first AC: 2019-09-06 · GNU C++11 (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

708.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: data structures, math

[AlexLuchianov's solution](#)

709.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[AlexLuchianov's solution](#)

710.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[AlexLuchianov's solution](#)

711.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AlexLuchianov's solution](#)

712.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[AlexLuchianov's solution](#)

713.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[AlexLuchianov's solution](#)

714.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[AlexLuchianov's solution](#)

715.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[AlexLuchianov's solution](#)

716.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, sortings
[AlexLuchianov's solution](#)

717.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory
[AlexLuchianov's solution](#)

718.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings
[AlexLuchianov's solution](#)

719.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, fft, math
[AlexLuchianov's solution](#)

720.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry
[AlexLuchianov's solution](#)

721.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
[AlexLuchianov's solution](#)

722.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[AlexLuchianov's solution](#)

723.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[AlexLuchianov's solution](#)

724.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[AlexLuchianov's solution](#)

725.

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[AlexLuchianov's solution](#)

726.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[AlexLuchianov's solution](#)

727.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[AlexLuchianov's solution](#)

728.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[AlexLuchianov's solution](#)

729.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AlexLuchianov's solution](#)

730.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AlexLuchianov's solution](#)

731.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[AlexLuchianov's solution](#)

732.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[AlexLuchianov's solution](#)

733.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[AlexLuchianov's solution](#)

734.

713C

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

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[AlexLuchianov's solution](#)

735.

403D

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

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[AlexLuchianov's solution](#)

736.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu,

graphs

[AlexLuchianov's solution](#)

737.

141D

[Take-off Ramps](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: 2300 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[AlexLuchianov's solution](#)

738.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 2300 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[AlexLuchianov's solution](#)

739.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[AlexLuchianov's solution](#)

740.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2300 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[AlexLuchianov's solution](#)

741.

432E

[Square Tiling](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AlexLuchianov's solution](#)

742.

845G

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

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[AlexLuchianov's solution](#)

743.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[AlexLuchianov's solution](#)

744.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AlexLuchianov's solution](#)

745.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[AlexLuchianov's solution](#)

746.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[AlexLuchianov's solution](#)

747.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[AlexLuchianov's solution](#)

748.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[AlexLuchianov's solution](#)

749.

1198D

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

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AlexLuchianov's solution](#)

750.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[AlexLuchianov's solution](#)

751.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy

[AlexLuchianov's solution](#)

752.

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees

[AlexLuchianov's solution](#)

753.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[AlexLuchianov's solution](#)

754.

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[AlexLuchianov's solution](#)

755.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation

[AlexLuchianov's solution](#)

756.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[AlexLuchianov's solution](#)

757.

111D

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

Quality: 901 global accepts · Rating: 2300 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[AlexLuchianov's solution](#)

758.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[AlexLuchianov's solution](#)

759.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[AlexLuchianov's solution](#)

760.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[AlexLuchianov's solution](#)

761.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,021 global accepts · Rating: 2300 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[AlexLuchianov's solution](#)

762.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[AlexLuchianov's solution](#)

763.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[AlexLuchianov's solution](#)

764.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[AlexLuchianov's solution](#)

765.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[AlexLuchianov's solution](#)

766.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[AlexLuchianov's solution](#)

767.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[AlexLuchianov's solution](#)

768.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing

[AlexLuchianov's solution](#)

769.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AlexLuchianov's solution](#)

770.

488E

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

Rating: 2300 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[AlexLuchianov's solution](#)

771.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, sortings

[AlexLuchianov's solution](#)

772.

487C

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

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[AlexLuchianov's solution](#)

773.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[AlexLuchianov's solution](#)

774.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[AlexLuchianov's solution](#)

775.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[AlexLuchianov's solution](#)

776.

1245E

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

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, shortest paths

[AlexLuchianov's solution](#)

777.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[AlexLuchianov's solution](#)

778.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[AlexLuchianov's solution](#)

779.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-18 · last AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[AlexLuchianov's solution](#)

780.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-14 · last AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[AlexLuchianov's solution](#)

781.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[AlexLuchianov's solution](#)

782.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2019-09-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[AlexLuchianov's solution](#)

783.

1101G

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

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2019-09-20 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[AlexLuchianov's solution](#)

784.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2019-09-18 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[AlexLuchianov's solution](#)

785.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-07 · last AC: 2019-09-07 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math

[AlexLuchianov's solution](#)

786.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[AlexLuchianov's solution](#)

787.

438D

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

Quality: 11,602 global accepts · Rating: 2300 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[AlexLuchianov's solution](#)

788.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft

[AlexLuchianov's solution](#)

789.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[AlexLuchianov's solution](#)

790.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[AlexLuchianov's solution](#)

791.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2020-03-11 · last AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[AlexLuchianov's solution](#)

792.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[AlexLuchianov's solution](#)

793.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[AlexLuchianov's solution](#)

794.

758F

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

Quality: 713 global accepts · Rating: 2400 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[AlexLuchianov's solution](#)

795.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[AlexLuchianov's solution](#)

796.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2021-11-01 · last AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[AlexLuchianov's solution](#)

797.

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[AlexLuchianov's solution](#)

798.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy
[AlexLuchianov's solution](#)

799.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[AlexLuchianov's solution](#)

800.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: flows, trees
[AlexLuchianov's solution](#)

801.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation
[AlexLuchianov's solution](#)

802.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory
[AlexLuchianov's solution](#)

803.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs
[AlexLuchianov's solution](#)

804.

690A3

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

Quality: 672 global accepts · Rating: 2400 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[AlexLuchianov's solution](#)

805.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
[AlexLuchianov's solution](#)

806.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[AlexLuchianov's solution](#)

807.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[AlexLuchianov's solution](#)

808.

198E

[Gripping Story](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2400 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
[AlexLuchianov's solution](#)

809.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[AlexLuchianov's solution](#)

810.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[AlexLuchianov's solution](#)

811.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 2400 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[AlexLuchianov's solution](#)

812.

273D

[Dima and Figure](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2400 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp
[AlexLuchianov's solution](#)

813.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[AlexLuchianov's solution](#)

814.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[AlexLuchianov's solution](#)

815.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[AlexLuchianov's solution](#)

816.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar
[AlexLuchianov's solution](#)

817.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,433 global accepts · Rating: 2400 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[AlexLuchianov's solution](#)

818.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[AlexLuchianov's solution](#)

819.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[AlexLuchianov's solution](#)

820.

115E

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

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[AlexLuchianov's solution](#)

821.

1290C

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

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[AlexLuchianov's solution](#)

822.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[AlexLuchianov's solution](#)

823.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[AlexLuchianov's solution](#)

824.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[AlexLuchianov's solution](#)

825.

959F

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

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[AlexLuchianov's solution](#)

826.

1074D

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, hashing

[AlexLuchianov's solution](#)

827.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[AlexLuchianov's solution](#)

828.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[AlexLuchianov's solution](#)

829.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[AlexLuchianov's solution](#)

830.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,704 global accepts · Rating: 2400 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[AlexLuchianov's solution](#)

831.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

832.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 2400 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AlexLuchianov's solution](#)

833.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[AlexLuchianov's solution](#)

834.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[AlexLuchianov's solution](#)

835.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

836.

815C

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

Quality: 3,318 global accepts · Rating: 2400 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[AlexLuchianov's solution](#)

837.

1262F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AlexLuchianov's solution](#)

838.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[AlexLuchianov's solution](#)

839.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[AlexLuchianov's solution](#)

840.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[AlexLuchianov's solution](#)

841.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[AlexLuchianov's solution](#)

842.

1186F

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

Quality: 998 global accepts · Rating: 2400 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[AlexLuchianov's solution](#)

843.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2019-01-12 · last AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft, math

[AlexLuchianov's solution](#)

844.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[AlexLuchianov's solution](#)

845.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[AlexLuchianov's solution](#)

846.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[AlexLuchianov's solution](#)

847.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[AlexLuchianov's solution](#)

848.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[AlexLuchianov's solution](#)

849.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[AlexLuchianov's solution](#)

850.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[AlexLuchianov's solution](#)

851.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[AlexLuchianov's solution](#)

852.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[AlexLuchianov's solution](#)

853.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[AlexLuchianov's solution](#)

854.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[AlexLuchianov's solution](#)

855.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[AlexLuchianov's solution](#)

856.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,299 global accepts · Rating: 2400 · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: dp

[AlexLuchianov's solution](#)

857.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: graphs, shortest paths, trees

[AlexLuchianov's solution](#)

858.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-09-03 · GNU C++11 (first AC) · Tags: constructive algorithms

[AlexLuchianov's solution](#)

859.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2018-06-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[AlexLuchianov's solution](#)

860.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-03-23 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[AlexLuchianov's solution](#)

861.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[AlexLuchianov's solution](#)

862.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AlexLuchianov's solution](#)

863.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[AlexLuchianov's solution](#)

864.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2022-01-28 · last AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, fft

[AlexLuchianov's solution](#)

865.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[AlexLuchianov's solution](#)

866.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[AlexLuchianov's solution](#)

867.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[AlexLuchianov's solution](#)

868.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[AlexLuchianov's solution](#)

869.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[AlexLuchianov's solution](#)

870.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, greedy

[AlexLuchianov's solution](#)

871.

101E

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

Quality: 604 global accepts · Rating: 2500 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp
[AlexLuchianov's solution](#)

872.

264D

[Colorful Stones](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2500 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers
[AlexLuchianov's solution](#)

873.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers
[AlexLuchianov's solution](#)

874.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer
[AlexLuchianov's solution](#)

875.

1225F

[Tree Factory](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees
[AlexLuchianov's solution](#)

876.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities
[AlexLuchianov's solution](#)

877.

435E

[Special Graph](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 2500 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[AlexLuchianov's solution](#)

878.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs
[AlexLuchianov's solution](#)

879.

1528D

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

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[AlexLuchianov's solution](#)

880.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy
[AlexLuchianov's solution](#)

881.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[AlexLuchianov's solution](#)

882.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[AlexLuchianov's solution](#)

883.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[AlexLuchianov's solution](#)

884.

1117G

[Recursive Queries](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

885.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[AlexLuchianov's solution](#)

886.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[AlexLuchianov's solution](#)

887.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AlexLuchianov's solution](#)

888.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[AlexLuchianov's solution](#)

889.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs

[AlexLuchianov's solution](#)

890.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[AlexLuchianov's solution](#)

891.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[AlexLuchianov's solution](#)

892.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[AlexLuchianov's solution](#)

893.

295E

[Yaroslav and Points](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2500 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

894.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[AlexLuchianov's solution](#)

895.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[AlexLuchianov's solution](#)

896.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[AlexLuchianov's solution](#)

897.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: games, two pointers

[AlexLuchianov's solution](#)

898.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[AlexLuchianov's solution](#)

899.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AlexLuchianov's solution](#)

900.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,691 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[AlexLuchianov's solution](#)

901.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs

[AlexLuchianov's solution](#)

902.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[AlexLuchianov's solution](#)

903.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[AlexLuchianov's solution](#)

904.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[AlexLuchianov's solution](#)

905.

1195F

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

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math, sortings

[AlexLuchianov's solution](#)

906.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[AlexLuchianov's solution](#)

907.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[AlexLuchianov's solution](#)

908.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[AlexLuchianov's solution](#)

909.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[AlexLuchianov's solution](#)

910.

329D

[The Evil Temple and the Moving Rocks](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 2500 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AlexLuchianov's solution](#)

911.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[AlexLuchianov's solution](#)

912.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

913.

341D

[lahub and Xors](#) · Tutorial

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

914.

407C

[Curious Array](#) · Tutorial

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[AlexLuchianov's solution](#)

915.

660F

[Bear and Bowling 4](#) · Tutorial

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[AlexLuchianov's solution](#)

916.

594D

[REQ](#) · Tutorial

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[AlexLuchianov's solution](#)

917.

484E

[Sign on Fence](#) · Tutorial

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[AlexLuchianov's solution](#)

918.

449C

[Jzzhu and Apples](#) · Tutorial

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[AlexLuchianov's solution](#)

919.

986C

[AND Graph](#) · Tutorial

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[AlexLuchianov's solution](#)

920.

1186E

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, implementation, math

[AlexLuchianov's solution](#)

921.

1239B

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

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AlexLuchianov's solution](#)

922.

1251F

[Red-White Fence](#) · Tutorial

Quality: 978 global accepts · Rating: 2500 · first AC: 2019-10-27 · last AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft

[AlexLuchianov's solution](#)

923.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu
[AlexLuchianov's solution](#)

924.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees
[AlexLuchianov's solution](#)

925.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2019-01-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft
[AlexLuchianov's solution](#)

926.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2018-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry
[AlexLuchianov's solution](#)

927.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths
[AlexLuchianov's solution](#)

928.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-06-26 · GNU C++11 (first AC) · Tags: binary search, dp, greedy
[AlexLuchianov's solution](#)

929.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2018-01-15 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math
[AlexLuchianov's solution](#)

930.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2017-08-20 · GNU C++ (first AC) · Tags: combinatorics, dp
[AlexLuchianov's solution](#)

931.

832C

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

Quality: 480 global accepts · Rating: 2500 · first AC: 2017-07-31 · GNU C++ (first AC) · Tags: binary search, implementation, math
[AlexLuchianov's solution](#)

932.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2600 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[AlexLuchianov's solution](#)

933.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[AlexLuchianov's solution](#)

934.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[AlexLuchianov's solution](#)

935.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[AlexLuchianov's solution](#)

936.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[AlexLuchianov's solution](#)

937.

763C

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

Quality: 781 global accepts · Rating: 2600 · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[AlexLuchianov's solution](#)

938.

286D

[Tourists](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2600 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[AlexLuchianov's solution](#)

939.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[AlexLuchianov's solution](#)

940.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[AlexLuchianov's solution](#)

941.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[AlexLuchianov's solution](#)

942.

634E

[Preorder Test](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy

[AlexLuchianov's solution](#)

943.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two

pointers

[AlexLuchianov's solution](#)

944.

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[AlexLuchianov's solution](#)

945.

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[AlexLuchianov's solution](#)

946.

1158D

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

Quality: 927 global accepts · Rating: 2600 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[AlexLuchianov's solution](#)

947.

380E

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

Quality: 351 global accepts · Rating: 2600 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

948.

1558D

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

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[AlexLuchianov's solution](#)

949.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AlexLuchianov's solution](#)

950.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AlexLuchianov's solution](#)

951.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[AlexLuchianov's solution](#)

952.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[AlexLuchianov's solution](#)

953.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[AlexLuchianov's solution](#)

954.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-04 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[AlexLuchianov's solution](#)

955.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AlexLuchianov's solution](#)

956.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[AlexLuchianov's solution](#)

957.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[AlexLuchianov's solution](#)

958.

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[AlexLuchianov's solution](#)

959.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp

[AlexLuchianov's solution](#)

960.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[AlexLuchianov's solution](#)

961.

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[AlexLuchianov's solution](#)

962.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[AlexLuchianov's solution](#)

963.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[AlexLuchianov's solution](#)

964.

229E

[Gifts](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2600 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[AlexLuchianov's solution](#)

965.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math
[AlexLuchianov's solution](#)

966.

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
[AlexLuchianov's solution](#)

967.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math
[AlexLuchianov's solution](#)

968.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[AlexLuchianov's solution](#)

969.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy
[AlexLuchianov's solution](#)

970.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[AlexLuchianov's solution](#)

971.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[AlexLuchianov's solution](#)

972.

622F

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

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: math
[AlexLuchianov's solution](#)

973.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp
[AlexLuchianov's solution](#)

974.

832E

[Vasya and Shifts](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[AlexLuchianov's solution](#)

975.

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2600 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[AlexLuchianov's solution](#)

976.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, trees

[AlexLuchianov's solution](#)

977.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[AlexLuchianov's solution](#)

978.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths

[AlexLuchianov's solution](#)

979.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

980.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[AlexLuchianov's solution](#)

981.

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[AlexLuchianov's solution](#)

982.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[AlexLuchianov's solution](#)

983.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing

[AlexLuchianov's solution](#)

984.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[AlexLuchianov's solution](#)

985.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp
[AlexLuchianov's solution](#)

986.

258D

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

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[AlexLuchianov's solution](#)

987.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[AlexLuchianov's solution](#)

988.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths
[AlexLuchianov's solution](#)

989.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp
[AlexLuchianov's solution](#)

990.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
[AlexLuchianov's solution](#)

991.

60E

[Mushroom Gnomes](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 2600 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices
[AlexLuchianov's solution](#)

992.

925D

[Aztec Catacombs](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2600 · first AC: 2018-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[AlexLuchianov's solution](#)

993.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings
[AlexLuchianov's solution](#)

994.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers
[AlexLuchianov's solution](#)

995.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[AlexLuchianov's solution](#)

996.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[AlexLuchianov's solution](#)

997.

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[AlexLuchianov's solution](#)

998.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[AlexLuchianov's solution](#)

999.

1599I

[Desert](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 2700 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[AlexLuchianov's solution](#)

1000.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[AlexLuchianov's solution](#)

1001.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[AlexLuchianov's solution](#)

1002.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[AlexLuchianov's solution](#)

1003.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2020-07-12 · last AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs

[AlexLuchianov's solution](#)

1004.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings, two pointers

[AlexLuchianov's solution](#)

1005.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[AlexLuchianov's solution](#)

1006.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[AlexLuchianov's solution](#)

1007.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry, graphs

[AlexLuchianov's solution](#)

1008.

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs

[AlexLuchianov's solution](#)

1009.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[AlexLuchianov's solution](#)

1010.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[AlexLuchianov's solution](#)

1011.

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, math, probabilities

[AlexLuchianov's solution](#)

1012.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

[AlexLuchianov's solution](#)

1013.

132E

[Bits of merry old England](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[AlexLuchianov's solution](#)

1014.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[AlexLuchianov's solution](#)

1015.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[AlexLuchianov's solution](#)

1016.

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[AlexLuchianov's solution](#)

1017.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[AlexLuchianov's solution](#)

1018.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: flows, math

[AlexLuchianov's solution](#)

1019.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[AlexLuchianov's solution](#)

1020.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[AlexLuchianov's solution](#)

1021.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[AlexLuchianov's solution](#)

1022.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AlexLuchianov's solution](#)

1023.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[AlexLuchianov's solution](#)

1024.

1270G

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

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[AlexLuchianov's solution](#)

1025.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[AlexLuchianov's solution](#)

1026.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: greedy, interactive, math, probabilities

[AlexLuchianov's solution](#)

1027.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[AlexLuchianov's solution](#)

1028.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[AlexLuchianov's solution](#)

1029.

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AlexLuchianov's solution](#)

1030.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[AlexLuchianov's solution](#)

1031.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[AlexLuchianov's solution](#)

1032.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[AlexLuchianov's solution](#)

1033.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[AlexLuchianov's solution](#)

1034.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[AlexLuchianov's solution](#)

1035.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[AlexLuchianov's solution](#)

1036.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[AlexLuchianov's solution](#)

1037.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar,

graphs, math

[AlexLuchianov's solution](#)

1038.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[AlexLuchianov's solution](#)

1039.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[AlexLuchianov's solution](#)

1040.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[AlexLuchianov's solution](#)

1041.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[AlexLuchianov's solution](#)

1042.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

1043.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AlexLuchianov's solution](#)

1044.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AlexLuchianov's solution](#)

1045.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[AlexLuchianov's solution](#)

1046.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[AlexLuchianov's solution](#)

1047.

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-02-24 · last AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

1048.

932F

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

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry
[AlexLuchianov's solution](#)

1049.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[AlexLuchianov's solution](#)

1050.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: probabilities, shortest paths
[AlexLuchianov's solution](#)

1051.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees
[AlexLuchianov's solution](#)

1052.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing
[AlexLuchianov's solution](#)

1053.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[AlexLuchianov's solution](#)

1054.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees
[AlexLuchianov's solution](#)

1055.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
[AlexLuchianov's solution](#)

1056.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[AlexLuchianov's solution](#)

1057.

102348I

[Radio Stations](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[AlexLuchianov's solution](#)

1058.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2700 · first AC: 2018-04-22 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[AlexLuchianov's solution](#)

1059.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[AlexLuchianov's solution](#)

1060.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, greedy

[AlexLuchianov's solution](#)

1061.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[AlexLuchianov's solution](#)

1062.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[AlexLuchianov's solution](#)

1063.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[AlexLuchianov's solution](#)

1064.

1394D

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

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, trees

[AlexLuchianov's solution](#)

1065.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AlexLuchianov's solution](#)

1066.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[AlexLuchianov's solution](#)

1067.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[AlexLuchianov's solution](#)

1068.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[AlexLuchianov's solution](#)

1069.

859F

[Ordering T-Shirts](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 2800 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[AlexLuchianov's solution](#)

1070.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings, math, trees

[AlexLuchianov's solution](#)

1071.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[AlexLuchianov's solution](#)

1072.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[AlexLuchianov's solution](#)

1073.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[AlexLuchianov's solution](#)

1074.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[AlexLuchianov's solution](#)

1075.

217E

[Alien DNA](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2800 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[AlexLuchianov's solution](#)

1076.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[AlexLuchianov's solution](#)

1077.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[AlexLuchianov's solution](#)

1078.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[AlexLuchianov's solution](#)

1079.

301E

[Yaroslav and Arrangements](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AlexLuchianov's solution](#)

1080.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

1081.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[AlexLuchianov's solution](#)

1082.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[AlexLuchianov's solution](#)

1083.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AlexLuchianov's solution](#)

1084.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[AlexLuchianov's solution](#)

1085.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,917 global accepts · Rating: 2800 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[AlexLuchianov's solution](#)

1086.

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[AlexLuchianov's solution](#)

1087.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[AlexLuchianov's solution](#)

1088.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[AlexLuchianov's solution](#)

1089.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[AlexLuchianov's solution](#)

1090.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities

[AlexLuchianov's solution](#)

1091.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[AlexLuchianov's solution](#)

1092.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[AlexLuchianov's solution](#)

1093.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[AlexLuchianov's solution](#)

1094.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[AlexLuchianov's solution](#)

1095.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, probabilities

[AlexLuchianov's solution](#)

1096.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[AlexLuchianov's solution](#)

1097.

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[AlexLuchianov's solution](#)

1098.

516D

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

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[AlexLuchianov's solution](#)

1099.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[AlexLuchianov's solution](#)

1100.

757F

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

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths
[AlexLuchianov's solution](#)

1101.

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[AlexLuchianov's solution](#)

1102.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs
[AlexLuchianov's solution](#)

1103.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[AlexLuchianov's solution](#)

1104.

613D

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

Quality: 4,036 global accepts · Rating: 2800 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees
[AlexLuchianov's solution](#)

1105.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft, math
[AlexLuchianov's solution](#)

1106.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, trees
[AlexLuchianov's solution](#)

1107.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, trees
[AlexLuchianov's solution](#)

1108.

1039D

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

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[AlexLuchianov's solution](#)

1109.

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math
[AlexLuchianov's solution](#)

1110.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2019-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, fft, math
[AlexLuchianov's solution](#)

1111.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2018-02-18 · GNU C++11 (first AC) · Tags: dp, math

[AlexLuchianov's solution](#)

1112.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

1113.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[AlexLuchianov's solution](#)

1114.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[AlexLuchianov's solution](#)

1115.

736E

[Chess Championship](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2900 · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, greedy, math

[AlexLuchianov's solution](#)

1116.

763E

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

Quality: 552 global accepts · Rating: 2900 · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu

[AlexLuchianov's solution](#)

1117.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[AlexLuchianov's solution](#)

1118.

241D

[Numbers](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2900 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1119.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,108 global accepts · Rating: 2900 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[AlexLuchianov's solution](#)

1120.

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

1121.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[AlexLuchianov's solution](#)

1122.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[AlexLuchianov's solution](#)

1123.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[AlexLuchianov's solution](#)

1124.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[AlexLuchianov's solution](#)

1125.

449E

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

Quality: 305 global accepts · Rating: 2900 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[AlexLuchianov's solution](#)

1126.

314E

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

Quality: 396 global accepts · Rating: 2900 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AlexLuchianov's solution](#)

1127.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[AlexLuchianov's solution](#)

1128.

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[AlexLuchianov's solution](#)

1129.

809D

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

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[AlexLuchianov's solution](#)

1130.

871E

[Restore the Tree](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 2900 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, trees

[AlexLuchianov's solution](#)

1131.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2900 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[AlexLuchianov's solution](#)

1132.

497E

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

Quality: 317 global accepts · Rating: 2900 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[AlexLuchianov's solution](#)

1133.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices

[AlexLuchianov's solution](#)

1134.

815E

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

Quality: 249 global accepts · Rating: 2900 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation

[AlexLuchianov's solution](#)

1135.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[AlexLuchianov's solution](#)

1136.

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: flows

[AlexLuchianov's solution](#)

1137.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[AlexLuchianov's solution](#)

1138.

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

1139.

321D

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

Quality: 594 global accepts · Rating: 2900 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[AlexLuchianov's solution](#)

1140.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[AlexLuchianov's solution](#)

1141.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, number theory

[AlexLuchianov's solution](#)

1142.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[AlexLuchianov's solution](#)

1143.

505E

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

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[AlexLuchianov's solution](#)

1144.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu
[AlexLuchianov's solution](#)

1145.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: strings
[AlexLuchianov's solution](#)

1146.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, trees
[AlexLuchianov's solution](#)

1147.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees
[AlexLuchianov's solution](#)

1148.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees
[AlexLuchianov's solution](#)

1149.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[AlexLuchianov's solution](#)

1150.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[AlexLuchianov's solution](#)

1151.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy
[AlexLuchianov's solution](#)

1152.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[AlexLuchianov's solution](#)

1153.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[AlexLuchianov's solution](#)

1154.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[AlexLuchianov's solution](#)

1155.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

1156.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[AlexLuchianov's solution](#)

1157.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[AlexLuchianov's solution](#)

1158.

138E

[Hellish Constraints](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 2900 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, two pointers

[AlexLuchianov's solution](#)

1159.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[AlexLuchianov's solution](#)

1160.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[AlexLuchianov's solution](#)

1161.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, strings

[AlexLuchianov's solution](#)

1162.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities, trees

[AlexLuchianov's solution](#)

1163.

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, shortest paths, strings

[AlexLuchianov's solution](#)

1164.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, interactive

[AlexLuchianov's solution](#)

1165.

806E

[Blog Post Rating](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

1166.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[AlexLuchianov's solution](#)

1167.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

1168.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, two pointers

[AlexLuchianov's solution](#)

1169.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

1170.

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 3000 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[AlexLuchianov's solution](#)

1171.

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[AlexLuchianov's solution](#)

1172.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[AlexLuchianov's solution](#)

1173.

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[AlexLuchianov's solution](#)

1174.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[AlexLuchianov's solution](#)

1175.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[AlexLuchianov's solution](#)

1176.

568E

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

Quality: 633 global accepts · Rating: 3000 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[AlexLuchianov's solution](#)

1177.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, sortings

[AlexLuchianov's solution](#)

1178.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[AlexLuchianov's solution](#)

1179.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, matrices

[AlexLuchianov's solution](#)

1180.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[AlexLuchianov's solution](#)

1181.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[AlexLuchianov's solution](#)

1182.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AlexLuchianov's solution](#)

1183.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[AlexLuchianov's solution](#)

1184.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[AlexLuchianov's solution](#)

1185.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math

[AlexLuchianov's solution](#)

1186.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[AlexLuchianov's solution](#)

1187.

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[AlexLuchianov's solution](#)

1188.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[AlexLuchianov's solution](#)

1189.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[AlexLuchianov's solution](#)

1190.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[AlexLuchianov's solution](#)

1191.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 3000 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[AlexLuchianov's solution](#)

1192.

603E

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

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[AlexLuchianov's solution](#)

1193.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[AlexLuchianov's solution](#)

1194.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp

[AlexLuchianov's solution](#)

1195.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[AlexLuchianov's solution](#)

1196.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[AlexLuchianov's solution](#)

1197.

1236F

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

Quality: 213 global accepts · Rating: 3000 · first AC: 2019-10-19 · last AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, probabilities

[AlexLuchianov's solution](#)

1198.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[AlexLuchianov's solution](#)

1199.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AlexLuchianov's solution](#)

1200.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[AlexLuchianov's solution](#)

1201.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[AlexLuchianov's solution](#)

1202.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[AlexLuchianov's solution](#)

1203.

1120F

[Secret Letters](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 3100 · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[AlexLuchianov's solution](#)

1204.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

1205.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[AlexLuchianov's solution](#)

1206.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

1207.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, trees

[AlexLuchianov's solution](#)

1208.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[AlexLuchianov's solution](#)

1209.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[AlexLuchianov's solution](#)

1210.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[AlexLuchianov's solution](#)

1211.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[AlexLuchianov's solution](#)

1212.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games

[AlexLuchianov's solution](#)

1213.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy

[AlexLuchianov's solution](#)

1214.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices, probabilities

[AlexLuchianov's solution](#)

1215.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, math

[AlexLuchianov's solution](#)

1216.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft

[AlexLuchianov's solution](#)

1217.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[AlexLuchianov's solution](#)

1218.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

1219.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AlexLuchianov's solution](#)

1220.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees

[AlexLuchianov's solution](#)

1221.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2019-03-01 · last AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[AlexLuchianov's solution](#)

1222.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2019-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[AlexLuchianov's solution](#)

1223.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, strings

[AlexLuchianov's solution](#)

1224.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[AlexLuchianov's solution](#)

1225.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[AlexLuchianov's solution](#)

1226.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[AlexLuchianov's solution](#)

1227.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[AlexLuchianov's solution](#)

1228.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[AlexLuchianov's solution](#)

1229.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[AlexLuchianov's solution](#)

1230.

1149E

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

Quality: 665 global accepts · Rating: 3200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs

[AlexLuchianov's solution](#)

1231.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: trees

[AlexLuchianov's solution](#)

1232.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[AlexLuchianov's solution](#)

1233.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, graphs, trees

[AlexLuchianov's solution](#)

1234.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs, trees

[AlexLuchianov's solution](#)

1235.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[AlexLuchianov's solution](#)

1236.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[AlexLuchianov's solution](#)

1237.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, sortings
[AlexLuchianov's solution](#)

1238.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[AlexLuchianov's solution](#)

1239.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings
[AlexLuchianov's solution](#)

1240.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[AlexLuchianov's solution](#)

1241.

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[AlexLuchianov's solution](#)

1242.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy
[AlexLuchianov's solution](#)

1243.

1242D

[Number Discovery](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: math
[AlexLuchianov's solution](#)

1244.

848E

[Days of Floral Colours](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 3400 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math
[AlexLuchianov's solution](#)

1245.

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings
[AlexLuchianov's solution](#)

1246.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[AlexLuchianov's solution](#)

1247.

104197D

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

Rating: — · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1248.

104197J

[Jewel of Data Structure Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1249.

104197F

[F*** 3-Colorable Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1250.

104197B

[Binary Arrays and Sliding Sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1251.

104197I

[Increasing Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1252.

104197K

[King of Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1253.

104197E

[Excellent XOR Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1254.

104197A

[Adjacent Product Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1255.

102136G

[A Bishop's Journey](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1256.

102136C

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

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1257.

102136F

[Sort hacking](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1258.

102136H

[Tourist Agency](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1259.

102136I

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

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1260.

102136E

[Sweet motivation](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1261.

102136B

[Even answer](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1262.

102136J

[Restore the sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1263.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1264.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1265.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1266.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1267.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1268.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[AlexLuchianov's solution](#)

1269.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, matrices

[AlexLuchianov's solution](#)

1270.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[AlexLuchianov's solution](#)

1271.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[AlexLuchianov's solution](#)

1272.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[AlexLuchianov's solution](#)

1273.

1662L

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

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[AlexLuchianov's solution](#)

1274.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[AlexLuchianov's solution](#)

1275.

1662D

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

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[AlexLuchianov's solution](#)

1276.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[AlexLuchianov's solution](#)

1277.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[AlexLuchianov's solution](#)

1278.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[AlexLuchianov's solution](#)

1279.

102114G

[Glad You Came](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1280.

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1281.

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1282.

103438B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1283.

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1284.

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1285.

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1286.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1287.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1288.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1289.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1290.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1291.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1292.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1293.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1294.

100197H

[Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1295.

100451K

[TopoCM++](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1296.

100451B

[Double Towers of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · PyPy 3-64 (first AC) · Tags: —

[AlexLuchianov's solution](#)

1297.

100451C

[Drawing with CSS](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1298.

100451J

[Gennady and Problems](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1299.

100451F

[Berland-Strike](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1300.

100197B

[The Towers of Hanoi Revisited](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1301.

100197A

[Non Absorbing DFA](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1302.

100197E

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

Rating: — · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1303.

100197C

[Hyperhuffman](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1304.

100197G

[Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1305.

100199F

[Get Out!](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1306.

100199H

[Cracking' RSA](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1307.

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1308.

100199G

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1309.

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1310.

100199D

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

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1311.

100199C

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1312.

100199A

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · PyPy 3-64 (first AC) · Tags: —

[AlexLuchianov's solution](#)

1313.

103261C

[StalinSort Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1314.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1315.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1316.

103261I

[Euclid's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · PyPy 3 (first AC) · Tags: —

[AlexLuchianov's solution](#)

1317.

103261E

[Binary Search Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1318.

103261H

[Greedy Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1319.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1320.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1321.

101964D

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1322.

101964A

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1323.

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1324.

101964K

[Points and Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1325.

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1326.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1327.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1328.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · PyPy 3 (first AC) · Tags: —

[AlexLuchianov's solution](#)

1329.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1330.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1331.

100016D

[Group Stage](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1332.

100016J

[Taxi](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1333.

102759E

[Chemistry](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1334.

102759A

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

Rating: — · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1335.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1336.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1337.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1338.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: —

[AlexLuchianov's solution](#)

1339.

102984F

[Rhythm Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: —

[AlexLuchianov's solution](#)

1340.

102984J

[Setting Maps](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1341.

102984E

[Observer Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: —

[AlexLuchianov's solution](#)

1342.

102984K

[Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: —

[AlexLuchianov's solution](#)

1343.

102984D

[Non-Decreasing Subarray Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: —

[AlexLuchianov's solution](#)

1344.

102984G

[Solo Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1345.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1346.

102994A

[Everyone Loves Playing Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1347.

102994L

[Landlord](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1348.

102994J

[Gaokao](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1349.

102964D

[Krosh and series sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1350.

102964C

[Find the order](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1351.

102964A

[Krosh and new sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1352.

102562G

[Super Glue](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1353.

102566K

[Security Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1354.

100886K

[Toll Roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1355.

100886I

[Archaeological Research](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1356.

100886A

[Three Servers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1357.

100886H

[Biathlon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1358.

100886J

[Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1359.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1360.

100958G

[Snake](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1361.

100962C

[Mr. Credo](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1362.

100962F

[Frank Sinatra](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1363.

100962K

[Korn](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1364.

100958D

[Dense Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1365.

100958J

[Hyperrectangle](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1366.

100958B

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1367.

100958C

[Clique Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1368.

100958A

[Manhattan](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1369.

100962H

[Hans Zimmer](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1370.

100962G

[Green Day](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1371.

100962A

[ABBA](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1372.

100962J

[Jimi Hendrix](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1373.

100962E

[Elvis Presley](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1374.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1375.

101480A

[ASCII Addition](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1376.

102672J

[Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1377.

102672E

[Crazy domino](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1378.

102672D

[Good Subset](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1379.

102672C

[Spell](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1380.

102672A

[Wooden Castle](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1381.

392E

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

Quality: 187 global accepts · Rating: — · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1382.

392D

[Three Arrays](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: — · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

1383.

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, matrices

[AlexLuchianov's solution](#)

1384.

392B

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AlexLuchianov's solution](#)

1385.

392A

[Blocked Points](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: — · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[AlexLuchianov's solution](#)

1386.

100571B

[Troynacci Query](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1387.

102396I

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1388.

102396H

[Checking Answers to Test](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1389.

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1390.

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1391.

102201F

[Fruit Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1392.

102201A

[A Plus Equals B](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1393.

100168D

[A0;Cä10 4DÄ BD 5D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1394.

100168C

[A0;Cä10 4DÄ <CÖ>C4>D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1395.

100168B

[B430ä;CÄ5Cd4D2 2CT:D\\$>D 0CÄ8](#)

Rating: — · first AC: 2020-05-07 · last AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1396.

100168A

[A0;CÖ0D =D`9 D43Cä; D\\$>Dt:C€](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1397.

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1398.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1399.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1400.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1401.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1402.

102556A

[A - Rank Riana and One Punch](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1403.

100959A

[2016](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1404.

100959I

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1405.

100959D

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1406.

100959C

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1407.

100959F

[Number Cards](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1408.

100959B

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1409.

100959J

[Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1410.

100959L

[String Modification](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1411.

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1412.

100524D

[Dichromatic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1413.

100524H

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

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1414.

102059M

[Utilitarianism](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1415.

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1416.

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1417.

101741I

[Prefix-free Queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1418.

101741H

[Compressed Spanning Subtrees](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1419.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1420.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1421.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1422.

102059G

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

Rating: — · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1423.

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1424.

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1425.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1426.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1427.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1428.

101741F

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1429.

101741E

[Code-Cola Plants](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1430.

101741G

[Berland Post](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1431.

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1432.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1433.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1434.

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1435.

100517D

[Defend the Tower](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1436.

100517K

[Kingdom Division 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1437.

100517L

[Least Common Ancestor](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1438.

100517J

[Jubilee Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1439.

100517H

[Hentium Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1440.

100517I

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1441.

100517B

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1442.

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1443.

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1444.

101741K

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

Rating: — · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1445.

101741J

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

Rating: — · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1446.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1447.

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1448.

102412G

[AtCoder Quality Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1449.

102412H

[Mex on DAG](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1450.

102412F

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1451.

102412E

[Minimums on the Edges](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1452.

102412I

[Find the Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1453.

100524I

[Interactive Memory Management](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1454.

100524E

[Ebola Virus](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1455.

100524B

[Bipartite Bicolored Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1456.

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1457.

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1458.

100524J

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

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1459.

100524A

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

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1460.

101382G

[Possible Shifts](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1461.

101382B

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

Rating: — · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1462.

101382D

[4-Character Percentage](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1463.

101382I

[High Speed](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1464.

101382H

[Small Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1465.

101382E

[Random Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1466.

101382A

[Complexity](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1467.

102155G

[Piecwise Linearity](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1468.

102155H

[Sketch](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1469.

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1470.

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1471.

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1472.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-10 · last AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1473.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1474.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[AlexLuchianov's solution](#)

1475.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1476.

101655M

[Mass Production](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1477.

101655D

[Delta Quadrant](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1478.

101655I

[Interstellar Trade](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: —

[AlexLuchianov's solution](#)

1479.

101655H

[Holodeck Hacking](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1480.

101655C

[Crusher's Code](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: —

[AlexLuchianov's solution](#)

1481.

101655K

[Klingon Warfare](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1482.

101655L

[Languages](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1483.

101655B

[Bones's Battery](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: —

[AlexLuchianov's solution](#)

1484.

101655E

[Enterprising Escape](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1485.

101655G

[Generations of Tribbles](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1486.

101655F

[Federation Favorites](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1487.

101655A

[Assignments](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: —

[AlexLuchianov's solution](#)

1488.

396D

[On Sum of Number of Inversions in Permutations](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AlexLuchianov's solution](#)

1489.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1490.

398D

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

Quality: 1,272 global accepts · Rating: — · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AlexLuchianov's solution](#)

1491.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1492.

102343G

[Cooperative Escape](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1493.

102343D

[Candy Land](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1494.

102343C

[Fitting on the Bed](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1495.

102343E

[Give-a-Gnocchi](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1496.

102343A

[Divide the Cash](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1497.

102343B

[Sort by Frequency](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1498.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1499.

100085A

[ASCII Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1500.

102318I

[Rotating Cards](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1501.

102318G

[Videogame Probability](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1502.

100761F

[Funny Feature](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1503.

100761E

[Excursion](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1504.

100761J

[Jealous Cucumber](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1505.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1506.

102219H

[Are You Safe?](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1507.

102219F

[Military Class](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1508.

102219E

[Optimal Slots](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1509.

102219K

[Help The Support Lady](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1510.

102219J

[Kitchen Plates](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1511.

102219C

[I Don't Want To Pay For The Late Jar!](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1512.

102219I

[To Crash Or Not To Crash](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1513.

102219B

[SpongeBob SquarePants](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1514.

102219A

[Mental Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1515.

102348J

[Monocarp and T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1516.

102348H

[Berland Prospect](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: —

[AlexLuchianov's solution](#)

1517.

102348F

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

Rating: — · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1518.

102348K

[Moonbound](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1519.

102348B

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

Rating: — · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: —

[AlexLuchianov's solution](#)

1520.

102348L

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1521.

102348A

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: —

[AlexLuchianov's solution](#)

1522.

102348E

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

Rating: — · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1523.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-03 · GNU C++11 (first AC) · Tags: —

[AlexLuchianov's solution](#)

1524.

100741A

[Queries](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-28 · GNU C++11 (first AC) · Tags: —

[AlexLuchianov's solution](#)

1525.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1526.

101630A

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

Rating: — · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1527.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1528.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1529.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1530.

undefined276

[Andrew's Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1531.

undefined374

[Save Vasya](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-16 · Python 2 (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1532.

undefined355

[Numbers Painting](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1533.

undefined135

[Drawing Lines](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1534.

undefined119

[Magic pairs](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1535.

undefined109

[Magic of David Copperfield II](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1536.

undefined117

[Counting](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1537.

undefined222

[Little Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1538.

undefined133

[Border](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1539.

undefined111

[Very simple problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-16 · Python 2 (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1540.

undefined115

[Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1541.

undefined551

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

Rating: — · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1542.

undefined154

[Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1543.

undefined231

[Prime Sum](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1544.

undefined184

[Patties](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1545.

undefined499

[Greatest Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1546.

undefined358

[Median of Medians](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1547.

undefined180

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-15 · C++17 (GCC 7-32) (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1548.

undefined113

[Nearly prime numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-15 · C++14 (GCC 6-32) (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1549.

undefined507

[Treediff](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-15 · C++14 (GCC 6-32) (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1550.

undefined107

[987654321 problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-15 · C++14 (GCC 6-32) (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1551.

undefined404

[Fotrune-telling with camomile](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)

1552.

undefined486

[Bulls and Cows](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-15 · C++14 (GCC 6-32) (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1553.

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-15 · C++14 (GCC 6-32) (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1554.

undefined460

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-15 · C++14 (GCC 6-32) (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1555.

undefined102

[Coprimess](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-15 · C++14 (GCC 6-32) (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1556.

undefined403

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

Rating: — · first AC: 2019-04-15 · C++14 (GCC 6-32) (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1557.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-15 · Python 2 (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1558.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-15 · C++17 (GCC 7-32) (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1559.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[AlexLuchianov's solution](#)

1560.

101627D

[Math Candies](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AlexLuchianov's solution](#)