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Unique solved — AlexReformed

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

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

Filters: [none](#)

Count: 116

- 1.**
1703C
[Cypher](#) · [Tutorial](#)
Quality: 40,843 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [implementation](#), [strings](#)
[AlexReformed's solution](#)
- 2.**
1703B
[ICPC Balloons](#) · [Tutorial](#)
Quality: 66,190 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: [data structures](#), [implementation](#)
[AlexReformed's solution](#)
- 3.**
1703A
[YES or YES?](#) · [Tutorial](#)
Quality: 97,265 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [implementation](#), [strings](#)
[AlexReformed's solution](#)
- 4.**
1702B
[Polycarp Writes a String from Memory](#) · [Tutorial](#)
Quality: 29,307 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#)
[AlexReformed's solution](#)
- 5.**
1702A
[Round Down the Price](#) · [Tutorial](#)
Quality: 38,180 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#)
[AlexReformed's solution](#)
- 6.**
1209A
[Paint the Numbers](#) · [Tutorial](#)
Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: [greedy](#), [implementation](#), [math](#)
[AlexReformed's solution](#)
- 7.**
1180A
[Alex and a Rhombus](#) · [Tutorial](#)
Quality: 27,428 global accepts · Rating: 800 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: [dp](#), [implementation](#), [math](#)
[AlexReformed's solution](#)
- 8.**
965A
[Paper Airplanes](#) · [Tutorial](#)
Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: [math](#)
[AlexReformed's solution](#)
- 9.**
964A
[Splits](#) · [Tutorial](#)
Quality: 10,310 global accepts · Rating: 800 · first AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: [math](#)
[AlexReformed's solution](#)
- 10.**
950A
[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[AlexReformed's solution](#)

11.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,160 global accepts · Rating: 800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AlexReformed's solution](#)

12.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,710 global accepts · Rating: 800 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[AlexReformed's solution](#)

13.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AlexReformed's solution](#)

14.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[AlexReformed's solution](#)

15.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[AlexReformed's solution](#)

16.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 900 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[AlexReformed's solution](#)

17.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 900 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[AlexReformed's solution](#)

18.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,952 global accepts · Rating: 900 · first AC: 2018-05-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[AlexReformed's solution](#)

19.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[AlexReformed's solution](#)

20.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[AlexReformed's solution](#)

21.

913A

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

Quality: 24,180 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[AlexReformed's solution](#)

22.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[AlexReformed's solution](#)

23.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[AlexReformed's solution](#)

24.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1000 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[AlexReformed's solution](#)

25.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[AlexReformed's solution](#)

26.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[AlexReformed's solution](#)

27.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,209 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings
[AlexReformed's solution](#)

28.

1702C

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

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[AlexReformed's solution](#)

29.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,546 global accepts · Rating: 1100 · first AC: 2020-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math
[AlexReformed's solution](#)

30.

1202A

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

Quality: 10,723 global accepts · Rating: 1100 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[AlexReformed's solution](#)

31.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[AlexReformed's solution](#)

32.

950B

[Intercepted Message](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[AlexReformed's solution](#)

33.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[AlexReformed's solution](#)

34.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[AlexReformed's solution](#)

35.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,593 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[AlexReformed's solution](#)

36.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,377 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[AlexReformed's solution](#)

37.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[AlexReformed's solution](#)

38.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[AlexReformed's solution](#)

39.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[AlexReformed's solution](#)

40.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,465 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[AlexReformed's solution](#)

41.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[AlexReformed's solution](#)

42.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[AlexReformed's solution](#)

- 43.**
1209B
[Koala and Lights](#) · [Tutorial](#)
Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[AlexReformed's solution](#)
- 44.**
1187B
[Letters Shop](#) · [Tutorial](#)
Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, strings
[AlexReformed's solution](#)
- 45.**
965B
[Battleship](#) · [Tutorial](#)
Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[AlexReformed's solution](#)
- 46.**
964B
[Messages](#) · [Tutorial](#)
Quality: 4,584 global accepts · Rating: 1300 · first AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: math
[AlexReformed's solution](#)
- 47.**
946C
[String Transformation](#) · [Tutorial](#)
Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[AlexReformed's solution](#)
- 48.**
932B
[Recursive Queries](#) · [Tutorial](#)
Quality: 9,262 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar
[AlexReformed's solution](#)
- 49.**
922A
[Cloning Toys](#) · [Tutorial](#)
Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[AlexReformed's solution](#)
- 50.**
922B
[Magic Forest](#) · [Tutorial](#)
Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[AlexReformed's solution](#)
- 51.**
1215B
[The Number of Products](#) · [Tutorial](#)
Quality: 18,354 global accepts · Rating: 1400 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation
[AlexReformed's solution](#)
- 52.**
1201C
[Maximum Median](#) · [Tutorial](#)
Quality: 33,251 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings
[AlexReformed's solution](#)
- 53.**
1197C
[Array Splitting](#) · [Tutorial](#)
Quality: 15,248 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[AlexReformed's solution](#)

54.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[AlexReformed's solution](#)

55.

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,602 global accepts · Rating: 1400 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games

[AlexReformed's solution](#)

56.

920C

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

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[AlexReformed's solution](#)

57.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[AlexReformed's solution](#)

58.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,944 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[AlexReformed's solution](#)

59.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[AlexReformed's solution](#)

60.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,477 global accepts · Rating: 1500 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[AlexReformed's solution](#)

61.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[AlexReformed's solution](#)

62.

1180C

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

Rating: 1500 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[AlexReformed's solution](#)

63.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[AlexReformed's solution](#)

64.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[AlexReformed's solution](#)

65.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[AlexReformed's solution](#)

66.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: trees

[AlexReformed's solution](#)

67.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2018-05-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[AlexReformed's solution](#)

68.

948C

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[AlexReformed's solution](#)

69.

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[AlexReformed's solution](#)

70.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[AlexReformed's solution](#)

71.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,926 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[AlexReformed's solution](#)

72.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[AlexReformed's solution](#)

73.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,567 global accepts · Rating: 1600 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[AlexReformed's solution](#)

74.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[AlexReformed's solution](#)

75.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[AlexReformed's solution](#)

76.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[AlexReformed's solution](#)

77.

1202B

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

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, shortest paths

[AlexReformed's solution](#)

78.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[AlexReformed's solution](#)

79.

948B

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[AlexReformed's solution](#)

80.

950D

[A Leapfrog in the Array](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[AlexReformed's solution](#)

81.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[AlexReformed's solution](#)

82.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[AlexReformed's solution](#)

83.

1180D

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

Rating: 1800 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[AlexReformed's solution](#)

84.

964C

[Alternating Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory

[AlexReformed's solution](#)

85.

948D

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[AlexReformed's solution](#)

86.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AlexReformed's solution](#)

87.

934C

[A Twisty Movement](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[AlexReformed's solution](#)

88.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-02-18 · last AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[AlexReformed's solution](#)

89.

922D

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

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[AlexReformed's solution](#)

90.

913D

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

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[AlexReformed's solution](#)

91.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[AlexReformed's solution](#)

92.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,453 global accepts · Rating: 1900 · first AC: 2019-08-19 · last AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[AlexReformed's solution](#)

93.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[AlexReformed's solution](#)

94.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[AlexReformed's solution](#)

95.

950E

[Data Center Maintenance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-03-14 · last AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, graphs

[AlexReformed's solution](#)

96.

1209E1

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

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[AlexReformed's solution](#)

97.

975D

[Ghosts · Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[AlexReformed's solution](#)

98.

965C

[Greedy Arkady · Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[AlexReformed's solution](#)

99.

963B

[Destruction of a Tree · Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[AlexReformed's solution](#)

100.

934D

[A Determined Cleanup · Tutorial](#)

Rating: 2000 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[AlexReformed's solution](#)

101.

938D

[Buy a Ticket · Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[AlexReformed's solution](#)

102.

920F

[SUM and REPLACE · Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[AlexReformed's solution](#)

103.

1202C

[You Are Given a WASD-string... · Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

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104.

1201D

[Treasure Hunting · Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation

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105.

1187E

[Tree Painting · Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

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106.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

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107.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

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108.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

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109.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[AlexReformed's solution](#)

110.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2018-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[AlexReformed's solution](#)

111.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[AlexReformed's solution](#)

112.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[AlexReformed's solution](#)

113.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, interactive

[AlexReformed's solution](#)

114.

1188A2

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

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[AlexReformed's solution](#)

115.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2018-02-04 · last AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AlexReformed's solution](#)

116.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-07-30 · last AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, probabilities

[AlexReformed's solution](#)