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Unique solved — AliiSh

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103.

344A

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Quality: 153,319 global accepts · Rating: 800 · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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104.

467A

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

Quality: 155,918 global accepts · Rating: 800 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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105.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,510 global accepts · Rating: 800 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AliiSh's solution](#)

106.

1030A

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Quality: 171,445 global accepts · Rating: 800 · first AC: 2023-04-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AliiSh's solution](#)

107.

271A

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Quality: 177,717 global accepts · Rating: 800 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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108.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, number theory

[AliiSh's solution](#)

109.

1797A

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Quality: 19,484 global accepts · Rating: 800 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[AliiSh's solution](#)

110.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,433 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AliiSh's solution](#)

111.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[AliiSh's solution](#)

112.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,931 global accepts · Rating: 800 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[AliiSh's solution](#)

113.

1805B

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Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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114.

1805A

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Quality: 41,916 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

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115.

1810B

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116.

1810A

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117.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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118.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[AliiSh's solution](#)

119.

1806A

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Quality: 43,440 global accepts · Rating: 800 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[AliiSh's solution](#)

120.

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
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121.

1804A

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Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[AliiSh's solution](#)

122.

677A

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Quality: 180,565 global accepts · Rating: 800 · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[AliiSh's solution](#)

123.

1794A

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Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: strings
[AliiSh's solution](#)

124.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,578 global accepts · Rating: 800 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[AliiSh's solution](#)

125.

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math
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126.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings, two pointers
[AliiSh's solution](#)

127.

1789A

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

Quality: 32,958 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[AliiSh's solution](#)

128.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[AliiSh's solution](#)

129.

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 800 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AliiSh's solution](#)

130.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,819 global accepts · Rating: 800 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AliiSh's solution](#)

131.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,146 global accepts · Rating: 800 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[AliiSh's solution](#)

132.

1791B

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Quality: 52,660 global accepts · Rating: 800 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[AliiSh's solution](#)

133.

1791A

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

Quality: 80,603 global accepts · Rating: 800 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AliiSh's solution](#)

134.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,418 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AliiSh's solution](#)

135.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

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136.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AliiSh's solution](#)

137.

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,045 global accepts · Rating: 800 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings

[AliiSh's solution](#)

138.

1787A

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Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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139.

1185A

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Quality: 15,382 global accepts · Rating: 800 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[AliiSh's solution](#)

140.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AliiSh's solution](#)

141.

1792A

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Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AliiSh's solution](#)

142.

1782A

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Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[AliiSh's solution](#)

143.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[AliiSh's solution](#)

144.

1783A

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

Quality: 48,703 global accepts · Rating: 800 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[AliiSh's solution](#)

145.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,059 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[AliiSh's solution](#)

146.

1744B

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Quality: 24,898 global accepts · Rating: 800 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AliiSh's solution](#)

147.

1763A

[Absolute Maximization](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[AliiSh's solution](#)

148.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[AliiSh's solution](#)

149.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[AliiSh's solution](#)

150.

1762A

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

Quality: 20,588 global accepts · Rating: 800 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[AliiSh's solution](#)

151.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 45,990 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[AliiSh's solution](#)

152.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,451 global accepts · Rating: 800 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[AliiSh's solution](#)

153.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,591 global accepts · Rating: 800 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[AliiSh's solution](#)

154.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[AliiSh's solution](#)

155.

1758A

[SSeeeeeinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,047 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[AliiSh's solution](#)

156.

959A

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

Quality: 55,665 global accepts · Rating: 800 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[AliiSh's solution](#)

157.

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[AliiSh's solution](#)

158.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[AliiSh's solution](#)

159.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[AliiSh's solution](#)

160.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,312 global accepts · Rating: 800 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[AliiSh's solution](#)

161.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,290 global accepts · Rating: 800 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AliiSh's solution](#)

162.

1747A

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Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[AliiSh's solution](#)

163.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[AliiSh's solution](#)

164.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[AliiSh's solution](#)

165.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[AliiSh's solution](#)

166.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,146 global accepts · Rating: 800 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[AliiSh's solution](#)

167.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,426 global accepts · Rating: 800 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[AliiSh's solution](#)

168.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,066 global accepts · Rating: 800 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[AliiSh's solution](#)

169.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,502 global accepts · Rating: 800 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[AliiSh's solution](#)

170.

1744A

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

Quality: 28,777 global accepts · Rating: 800 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[AliiSh's solution](#)

171.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[AliiSh's solution](#)

172.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AliiSh's solution](#)

173.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,302 global accepts · Rating: 800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[AliiSh's solution](#)

174.

1743B

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

Quality: 23,193 global accepts · Rating: 800 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[AliiSh's solution](#)

175.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,540 global accepts · Rating: 800 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[AliiSh's solution](#)

176.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AliiSh's solution](#)

177.

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,801 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[AliiSh's solution](#)

178.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[AliiSh's solution](#)

179.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,064 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AliiSh's solution](#)

180.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AliiSh's solution](#)

181.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,539 global accepts · Rating: 800 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AliiSh's solution](#)

182.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,188 global accepts · Rating: 800 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[AliiSh's solution](#)

183.

378A

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

Quality: 25,934 global accepts · Rating: 800 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[AliiSh's solution](#)

184.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,632 global accepts · Rating: 800 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[AliiSh's solution](#)

185.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[AliiSh's solution](#)

186.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,479 global accepts · Rating: 800 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AliiSh's solution](#)

187.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,511 global accepts · Rating: 800 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AliiSh's solution](#)

188.

1719B

[Mathematical Circus](#) · [Tutorial](#)

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AliiSh's solution](#)

189.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[AliiSh's solution](#)

190.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,833 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[AliiSh's solution](#)

191.

977A

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

Quality: 217,461 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AliiSh's solution](#)

192.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,101 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[AliiSh's solution](#)

193.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,184 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[AliiSh's solution](#)

194.

791A

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

Quality: 257,190 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AliiSh's solution](#)

195.

266A

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

Quality: 244,527 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AliiSh's solution](#)

196.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 278,985 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[AliiSh's solution](#)

197.

281A

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

Quality: 270,954 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AliiSh's solution](#)

198.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,310 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[AliiSh's solution](#)

199.

112A

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

Quality: 287,214 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AliiSh's solution](#)

200.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,949 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AliiSh's solution](#)

201.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,225 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AliiSh's solution](#)

202.

268A

[Games](#) · [Tutorial](#)

Quality: 104,198 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[AliiSh's solution](#)

203.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,349 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AliiSh's solution](#)

204.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,670 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AliiSh's solution](#)

205.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,431 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[AliiSh's solution](#)

206.

231A

[Team](#) · [Tutorial](#)

Quality: 430,200 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[AliiSh's solution](#)

207.

71A

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

Quality: 503,185 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: strings

[AliiSh's solution](#)

208.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,724 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[AliiSh's solution](#)

209.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AliiSh's solution](#)

210.

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AliiSh's solution](#)

211.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,774 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[AliiSh's solution](#)

212.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,650 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AliiSh's solution](#)

213.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AliiSh's solution](#)

214.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy,

string suffix structures, strings

[AliiSh's solution](#)

215.

1708A

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

Quality: 22,573 global accepts · Rating: 800 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AliiSh's solution](#)

216.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,580 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AliiSh's solution](#)

217.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[AliiSh's solution](#)

218.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,166 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[AliiSh's solution](#)

219.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,229 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[AliiSh's solution](#)

220.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AliiSh's solution](#)

221.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AliiSh's solution](#)

222.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,751 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[AliiSh's solution](#)

223.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AliiSh's solution](#)

224.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[AliiSh's solution](#)

225.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AliiSh's solution](#)

226.

1988A

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

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[AliiSh's solution](#)

227.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,530 global accepts · Rating: 900 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[AliiSh's solution](#)

228.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: games

[AliiSh's solution](#)

229.

1954A

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

Quality: 27,626 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AliiSh's solution](#)

230.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,570 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AliiSh's solution](#)

231.

1918B

[Minimize Inversions](#) · [Tutorial](#)

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · last AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[AliiSh's solution](#)

232.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,369 global accepts · Rating: 900 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[AliiSh's solution](#)

233.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[AliiSh's solution](#)

234.

1900B

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

Quality: 20,469 global accepts · Rating: 900 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[AliiSh's solution](#)

235.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: strings

[AliiSh's solution](#)

236.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,076 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[AliiSh's solution](#)

237.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,049 global accepts · Rating: 900 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[AliiSh's solution](#)

238.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,915 global accepts · Rating: 900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory
[AliiSh's solution](#)

239.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,693 global accepts · Rating: 900 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[AliiSh's solution](#)

240.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,053 global accepts · Rating: 900 · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: strings
[AliiSh's solution](#)

241.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 124,998 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[AliiSh's solution](#)

242.

1837B

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

Quality: 50,095 global accepts · Rating: 900 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[AliiSh's solution](#)

243.

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,619 global accepts · Rating: 900 · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[AliiSh's solution](#)

244.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,297 global accepts · Rating: 900 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[AliiSh's solution](#)

245.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[AliiSh's solution](#)

246.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[AliiSh's solution](#)

247.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,298 global accepts · Rating: 900 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
[AliiSh's solution](#)

248.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,859 global accepts · Rating: 900 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[AliiSh's solution](#)

249.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy
[AliiSh's solution](#)

250.

1107A

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

Quality: 12,773 global accepts · Rating: 900 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[AliiSh's solution](#)

251.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,764 global accepts · Rating: 900 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[AliiSh's solution](#)

252.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[AliiSh's solution](#)

253.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[AliiSh's solution](#)

254.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive
[AliiSh's solution](#)

255.

1197A

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

Quality: 14,034 global accepts · Rating: 900 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[AliiSh's solution](#)

256.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[AliiSh's solution](#)

257.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[AliiSh's solution](#)

258.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 900 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[AliiSh's solution](#)

259.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: math
[AliiSh's solution](#)

260.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
[AliiSh's solution](#)

261.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,581 global accepts · Rating: 900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[AliiSh's solution](#)

262.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 900 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[AliiSh's solution](#)

263.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,536 global accepts · Rating: 900 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[AliiSh's solution](#)

264.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[AliiSh's solution](#)

265.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[AliiSh's solution](#)

266.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,675 global accepts · Rating: 900 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[AliiSh's solution](#)

267.

96A

[Football](#) · [Tutorial](#)

Quality: 193,637 global accepts · Rating: 900 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[AliiSh's solution](#)

268.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[AliiSh's solution](#)

269.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[AliiSh's solution](#)

270.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AliiSh's solution](#)

271.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,763 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[AliiSh's solution](#)

272.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[AliiSh's solution](#)

273.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[AliiSh's solution](#)

274.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,911 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[AliiSh's solution](#)

275.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[AliiSh's solution](#)

276.

1969B

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

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AliiSh's solution](#)

277.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[AliiSh's solution](#)

278.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[AliiSh's solution](#)

279.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,233 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[AliiSh's solution](#)

280.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AliiSh's solution](#)

281.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,912 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AliiSh's solution](#)

282.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,052 global accepts · Rating: 1000 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AliiSh's solution](#)

283.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,788 global accepts · Rating: 1000 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[AliiSh's solution](#)

284.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AliiSh's solution](#)

285.

1825B

[LuoTianyi and the Table](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AliiSh's solution](#)

286.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,164 global accepts · Rating: 1000 · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[AliiSh's solution](#)

287.

1816B

[Grid Reconstruction](#) · [Tutorial](#)

Quality: 16,688 global accepts · Rating: 1000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AliiSh's solution](#)

288.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AliiSh's solution](#)

289.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,346 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[AliiSh's solution](#)

290.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AliiSh's solution](#)

291.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,638 global accepts · Rating: 1000 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AliiSh's solution](#)

292.

1786C

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AliiSh's solution](#)

293.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,261 global accepts · Rating: 1000 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[AliiSh's solution](#)

294.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,843 global accepts · Rating: 1000 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[AliiSh's solution](#)

295.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AliiSh's solution](#)

296.

1632B

[Roof Construction](#) · [Tutorial](#)

Quality: 31,533 global accepts · Rating: 1000 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[AliiSh's solution](#)

297.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[AliiSh's solution](#)

298.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AliiSh's solution](#)

299.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[AliiSh's solution](#)

300.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AliiSh's solution](#)

301.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[AliiSh's solution](#)

302.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,880 global accepts · Rating: 1000 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[AliiSh's solution](#)

303.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings
[AliiSh's solution](#)

304.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[AliiSh's solution](#)

305.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,537 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory
[AliiSh's solution](#)

306.

500A

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

Quality: 62,686 global accepts · Rating: 1000 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation
[AliiSh's solution](#)

307.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,913 global accepts · Rating: 1000 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[AliiSh's solution](#)

308.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,982 global accepts · Rating: 1000 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[AliiSh's solution](#)

309.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,406 global accepts · Rating: 1000 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[AliiSh's solution](#)

310.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,175 global accepts · Rating: 1000 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: math
[AliiSh's solution](#)

311.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,909 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[AliiSh's solution](#)

312.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[AliiSh's solution](#)

313.

2061B

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

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

314.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings
[AliiSh's solution](#)

315.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[AliiSh's solution](#)

316.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[AliiSh's solution](#)

317.

1957B

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

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[AliiSh's solution](#)

318.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[AliiSh's solution](#)

319.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[AliiSh's solution](#)

320.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[AliiSh's solution](#)

321.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[AliiSh's solution](#)

322.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees

[AliiSh's solution](#)

323.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,912 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[AliiSh's solution](#)

324.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[AliiSh's solution](#)

325.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,857 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[AliiSh's solution](#)

326.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,346 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory

[AliiSh's solution](#)

327.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[AliiSh's solution](#)

328.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 1100 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[AliiSh's solution](#)

329.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,716 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, shortest paths, sortings

[AliiSh's solution](#)

330.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AliiSh's solution](#)

331.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[AliiSh's solution](#)

332.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[AliiSh's solution](#)

333.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,083 global accepts · Rating: 1100 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings

[AliiSh's solution](#)

334.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 1100 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[AliiSh's solution](#)

335.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,534 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[AliiSh's solution](#)

336.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AliiSh's solution](#)

337.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AliiSh's solution](#)

338.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AliiSh's solution](#)

339.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, sortings

[AliiSh's solution](#)

340.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,485 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers

[AliiSh's solution](#)

341.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 1100 · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[AliiSh's solution](#)

342.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,158 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AliiSh's solution](#)

343.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1100 · first AC: 2023-04-16 · last AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math, strings, two pointers

[AliiSh's solution](#)

344.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AliiSh's solution](#)

345.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,249 global accepts · Rating: 1100 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[AliiSh's solution](#)

346.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,842 global accepts · Rating: 1100 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[AliiSh's solution](#)

347.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[AliiSh's solution](#)

348.

1791G1

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

Quality: 33,917 global accepts · Rating: 1100 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AliiSh's solution](#)

349.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,281 global accepts · Rating: 1100 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[AliiSh's solution](#)

350.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[AliiSh's solution](#)

351.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,972 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[AliiSh's solution](#)

352.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AliiSh's solution](#)

353.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,794 global accepts · Rating: 1100 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AliiSh's solution](#)

354.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[AliiSh's solution](#)

355.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[AliiSh's solution](#)

356.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[AliiSh's solution](#)

357.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[AliiSh's solution](#)

358.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[AliiSh's solution](#)

359.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[AliiSh's solution](#)

360.

1741C

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

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers

[AliiSh's solution](#)

361.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,019 global accepts · Rating: 1100 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[AliiSh's solution](#)

362.

706B

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

Quality: 84,426 global accepts · Rating: 1100 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation

[AliiSh's solution](#)

363.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,808 global accepts · Rating: 1100 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation
[AliiSh's solution](#)

364.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[AliiSh's solution](#)

365.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,407 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[AliiSh's solution](#)

366.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,205 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings
[AliiSh's solution](#)

367.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[AliiSh's solution](#)

368.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[AliiSh's solution](#)

369.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy
[AliiSh's solution](#)

370.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[AliiSh's solution](#)

371.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory
[AliiSh's solution](#)

372.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math
[AliiSh's solution](#)

373.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[AliiSh's solution](#)

374.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[AliiSh's solution](#)

375.

1982B

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

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[AliiSh's solution](#)

376.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,897 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[AliiSh's solution](#)

377.

1975C

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

Quality: 17,163 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[AliiSh's solution](#)

378.

1954C

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

Quality: 22,743 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[AliiSh's solution](#)

379.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AliiSh's solution](#)

380.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[AliiSh's solution](#)

381.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,893 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AliiSh's solution](#)

382.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,752 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[AliiSh's solution](#)

383.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[AliiSh's solution](#)

384.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[AliiSh's solution](#)

385.

1909B

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

Quality: 30,955 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[AliiSh's solution](#)

386.

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[AliiSh's solution](#)

387.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1200 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AliiSh's solution](#)

388.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,689 global accepts · Rating: 1200 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[AliiSh's solution](#)

389.

1834C

[Game with Reversing](#) · [Tutorial](#)

Quality: 15,039 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings

[AliiSh's solution](#)

390.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,391 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AliiSh's solution](#)

391.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[AliiSh's solution](#)

392.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AliiSh's solution](#)

393.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,664 global accepts · Rating: 1200 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[AliiSh's solution](#)

394.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[AliiSh's solution](#)

395.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,581 global accepts · Rating: 1200 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AliiSh's solution](#)

396.

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[AliiSh's solution](#)

397.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,095 global accepts · Rating: 1200 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[AliiSh's solution](#)

398.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,556 global accepts · Rating: 1200 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[AliiSh's solution](#)

399.

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AliiSh's solution](#)

400.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,221 global accepts · Rating: 1200 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AliiSh's solution](#)

401.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AliiSh's solution](#)

402.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[AliiSh's solution](#)

403.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[AliiSh's solution](#)

404.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: games

[AliiSh's solution](#)

405.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[AliiSh's solution](#)

406.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,254 global accepts · Rating: 1200 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AliiSh's solution](#)

407.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,790 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[AliiSh's solution](#)

408.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[AliiSh's solution](#)

409.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[AliiSh's solution](#)

410.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[AliiSh's solution](#)

411.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AliiSh's solution](#)

412.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[AliiSh's solution](#)

413.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,827 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[AliiSh's solution](#)

414.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[AliiSh's solution](#)

415.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,476 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[AliiSh's solution](#)

416.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[AliiSh's solution](#)

417.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[AliiSh's solution](#)

418.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[AliiSh's solution](#)

419.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[AliiSh's solution](#)

420.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,042 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[AliiSh's solution](#)

421.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,272 global accepts · Rating: 1300 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[AliiSh's solution](#)

422.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[AliiSh's solution](#)

423.

1879C

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

Quality: 27,107 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[AliiSh's solution](#)

424.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[AliiSh's solution](#)

425.

1869C

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

Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AliiSh's solution](#)

426.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,280 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[AliiSh's solution](#)

427.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 1300 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[AliiSh's solution](#)

428.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,318 global accepts · Rating: 1300 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, trees

[AliiSh's solution](#)

429.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AliiSh's solution](#)

430.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,846 global accepts · Rating: 1300 · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[AliiSh's solution](#)

431.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[AliiSh's solution](#)

432.

1816C

[lan and Array Sorting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[AliiSh's solution](#)

433.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[AliiSh's solution](#)

434.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,773 global accepts · Rating: 1300 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive

[AliiSh's solution](#)

435.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AliiSh's solution](#)

436.

1794C

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

Quality: 22,082 global accepts · Rating: 1300 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[AliiSh's solution](#)

437.

4C

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

Quality: 108,123 global accepts · Rating: 1300 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[AliiSh's solution](#)

438.

1703F

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

Quality: 30,047 global accepts · Rating: 1300 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[AliiSh's solution](#)

439.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AliiSh's solution](#)

440.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[AliiSh's solution](#)

441.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AliiSh's solution](#)

442.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[AliiSh's solution](#)

443.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,734 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[AliiSh's solution](#)

444.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[AliiSh's solution](#)

445.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[AliiSh's solution](#)

446.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,107 global accepts · Rating: 1300 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[AliiSh's solution](#)

447.

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AliiSh's solution](#)

448.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AliiSh's solution](#)

449.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,528 global accepts · Rating: 1300 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[AliiSh's solution](#)

450.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1300 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[AliiSh's solution](#)

451.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1300 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[AliiSh's solution](#)

452.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 1300 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AliiSh's solution](#)

453.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,871 global accepts · Rating: 1300 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[AliiSh's solution](#)

454.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1300 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[AliiSh's solution](#)

455.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[AliiSh's solution](#)

456.

2084C

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

Quality: 11,710 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[AliiSh's solution](#)

457.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[AliiSh's solution](#)

458.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[AliiSh's solution](#)

459.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[AliiSh's solution](#)

460.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[AliiSh's solution](#)

461.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[AliiSh's solution](#)

462.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[AliiSh's solution](#)

463.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,705 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[AliiSh's solution](#)

464.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[AliiSh's solution](#)

465.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,284 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[AliiSh's solution](#)

466.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1400 · first AC: 2024-01-30 · last AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math

[AliiSh's solution](#)

467.

1559D1

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

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[AliiSh's solution](#)

468.

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1400 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[AliiSh's solution](#)

469.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[AliiSh's solution](#)

470.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[AliiSh's solution](#)

471.

1905C

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

Quality: 14,211 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[AliiSh's solution](#)

472.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,540 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[AliiSh's solution](#)

473.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[AliiSh's solution](#)

474.

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[AliiSh's solution](#)

475.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[AliiSh's solution](#)

476.

1888D1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[AliiSh's solution](#)

477.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

478.

1863D

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

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AliiSh's solution](#)

479.

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AliiSh's solution](#)

480.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[AliiSh's solution](#)

481.

1831C

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

Rating: 1400 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AliiSh's solution](#)

482.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,319 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[AliiSh's solution](#)

483.

1825C

[LuoTianyi and the Show](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AliiSh's solution](#)

484.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math

[AliiSh's solution](#)

485.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[AliiSh's solution](#)

486.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[AliiSh's solution](#)

487.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[AliiSh's solution](#)

488.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[AliiSh's solution](#)

489.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 25,997 global accepts · Rating: 1400 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[AliiSh's solution](#)

490.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[AliiSh's solution](#)

491.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AliiSh's solution](#)

492.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AliiSh's solution](#)

493.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[AliiSh's solution](#)

494.

1758C

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

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[AliiSh's solution](#)

495.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[AliiSh's solution](#)

496.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[AliiSh's solution](#)

497.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,173 global accepts · Rating: 1400 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[AliiSh's solution](#)

498.

445B

[DZY Loves Chemistry](#) · [Tutorial](#)

Quality: 14,759 global accepts · Rating: 1400 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, greedy

[AliiSh's solution](#)

499.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[AliiSh's solution](#)

500.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AliiSh's solution](#)

501.

1719C

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

Quality: 14,364 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[AliiSh's solution](#)

502.

489C

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

Quality: 51,678 global accepts · Rating: 1400 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[AliiSh's solution](#)

503.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[AliiSh's solution](#)

504.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[AliiSh's solution](#)

505.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[AliiSh's solution](#)

506.

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AliiSh's solution](#)

507.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy,

shortest paths, strings

[AliiSh's solution](#)

508.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AliiSh's solution](#)

509.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[AliiSh's solution](#)

510.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,841 global accepts · Rating: 1500 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[AliiSh's solution](#)

511.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AliiSh's solution](#)

512.

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: *special, number theory

[AliiSh's solution](#)

513.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,469 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[AliiSh's solution](#)

514.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AliiSh's solution](#)

515.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[AliiSh's solution](#)

516.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[AliiSh's solution](#)

517.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[AliiSh's solution](#)

518.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,012 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[AliiSh's solution](#)

519.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[AliiSh's solution](#)

520.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AliiSh's solution](#)

521.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AliiSh's solution](#)

522.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[AliiSh's solution](#)

523.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1500 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, shortest paths

[AliiSh's solution](#)

524.

1732D1

[Balance \(Easy version\)](#) · [Tutorial](#)

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[AliiSh's solution](#)

525.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs

[AliiSh's solution](#)

526.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,920 global accepts · Rating: 1500 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[AliiSh's solution](#)

527.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,455 global accepts · Rating: 1500 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[AliiSh's solution](#)

528.

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2022-09-16 · last AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[AliiSh's solution](#)

529.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,223 global accepts · Rating: 1500 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation

[AliiSh's solution](#)

530.

550C

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

Quality: 32,130 global accepts · Rating: 1500 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[AliiSh's solution](#)

531.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,639 global accepts · Rating: 1500 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[AliiSh's solution](#)

532.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[AliiSh's solution](#)

533.

332B

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

Quality: 8,710 global accepts · Rating: 1500 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[AliiSh's solution](#)

534.

553A

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

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AliiSh's solution](#)

535.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[AliiSh's solution](#)

536.

2061D

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

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

[AliiSh's solution](#)

537.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[AliiSh's solution](#)

538.

2048D

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

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

[AliiSh's solution](#)

539.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[AliiSh's solution](#)

540.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[AliiSh's solution](#)

541.

1957C

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

Quality: 11,935 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AliiSh's solution](#)

542.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,147 global accepts · Rating: 1600 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AliiSh's solution](#)

543.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,717 global accepts · Rating: 1600 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[AliiSh's solution](#)

544.

1928C

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

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[AliiSh's solution](#)

545.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1600 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[AliiSh's solution](#)

546.

1537E1

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

Quality: 16,311 global accepts · Rating: 1600 · first AC: 2024-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[AliiSh's solution](#)

547.

1920C

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

Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[AliiSh's solution](#)

548.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,620 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[AliiSh's solution](#)

549.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[AliiSh's solution](#)

550.

1528A

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

Quality: 18,987 global accepts · Rating: 1600 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[AliiSh's solution](#)

551.

23B

[Party](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1600 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[AliiSh's solution](#)

552.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[AliiSh's solution](#)

553.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[AliiSh's solution](#)

554.

1843E

[Tracking Segments](#) · [Tutorial](#)

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[AliiSh's solution](#)

555.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[AliiSh's solution](#)

556.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AliiSh's solution](#)

557.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[AliiSh's solution](#)

558.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,356 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[AliiSh's solution](#)

559.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AliiSh's solution](#)

560.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[AliiSh's solution](#)

561.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1600 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AliiSh's solution](#)

562.

1529C

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

Rating: 1600 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[AliiSh's solution](#)

563.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[AliiSh's solution](#)

564.

1795D

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

Quality: 13,068 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AliiSh's solution](#)

565.

1703G

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

Quality: 12,743 global accepts · Rating: 1600 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[AliiSh's solution](#)

566.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,160 global accepts · Rating: 1600 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings

[AliiSh's solution](#)

567.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings

[AliiSh's solution](#)

568.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[AliiSh's solution](#)

569.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[AliiSh's solution](#)

570.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,430 global accepts · Rating: 1600 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation
[AliiSh's solution](#)

571.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[AliiSh's solution](#)

572.

1775C

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

Quality: 14,208 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[AliiSh's solution](#)

573.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[AliiSh's solution](#)

574.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
[AliiSh's solution](#)

575.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[AliiSh's solution](#)

576.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[AliiSh's solution](#)

577.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,487 global accepts · Rating: 1600 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[AliiSh's solution](#)

578.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[AliiSh's solution](#)

579.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[AliiSh's solution](#)

580.

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[AliiSh's solution](#)

581.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 1600 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[AliiSh's solution](#)

582.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[AliiSh's solution](#)

583.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AliiSh's solution](#)

584.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation

[AliiSh's solution](#)

585.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[AliiSh's solution](#)

586.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[AliiSh's solution](#)

587.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[AliiSh's solution](#)

588.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[AliiSh's solution](#)

589.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[AliiSh's solution](#)

590.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[AliiSh's solution](#)

591.

1982D

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

Quality: 9,764 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[AliiSh's solution](#)

592.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[AliiSh's solution](#)

593.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,850 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[AliiSh's solution](#)

594.

1969C

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

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[AliiSh's solution](#)

595.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[AliiSh's solution](#)

596.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,302 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[AliiSh's solution](#)

597.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[AliiSh's solution](#)

598.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[AliiSh's solution](#)

599.

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[AliiSh's solution](#)

600.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[AliiSh's solution](#)

601.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[AliiSh's solution](#)

602.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AliiSh's solution](#)

603.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[AliiSh's solution](#)

604.

1528B

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

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AliiSh's solution](#)

605.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[AliiSh's solution](#)

606.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[AliiSh's solution](#)

607.

1869D1

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

Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[AliiSh's solution](#)

608.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[AliiSh's solution](#)

609.

339D

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

Quality: 32,547 global accepts · Rating: 1700 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[AliiSh's solution](#)

610.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[AliiSh's solution](#)

611.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,798 global accepts · Rating: 1700 · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[AliiSh's solution](#)

612.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,948 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[AliiSh's solution](#)

613.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[AliiSh's solution](#)

614.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[AliiSh's solution](#)

615.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,563 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[AliiSh's solution](#)

616.

1810D

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

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[AliiSh's solution](#)

617.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[AliiSh's solution](#)

618.

1529D

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

Rating: 1700 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[AliiSh's solution](#)

619.

126B

[Password](#) · [Tutorial](#)

Quality: 24,763 global accepts · Rating: 1700 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string

suffix structures, strings

[AliiSh's solution](#)

620.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[AliiSh's solution](#)

621.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,896 global accepts · Rating: 1700 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, two pointers

[AliiSh's solution](#)

622.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,058 global accepts · Rating: 1700 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AliiSh's solution](#)

623.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[AliiSh's solution](#)

624.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[AliiSh's solution](#)

625.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[AliiSh's solution](#)

626.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[AliiSh's solution](#)

627.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,134 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[AliiSh's solution](#)

628.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,657 global accepts · Rating: 1700 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[AliiSh's solution](#)

629.

691D

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

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[AliiSh's solution](#)

630.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,473 global accepts · Rating: 1700 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AliiSh's solution](#)

631.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[AliiSh's solution](#)

632.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[AliiSh's solution](#)

633.

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[AliiSh's solution](#)

634.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AliiSh's solution](#)

635.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[AliiSh's solution](#)

636.

2035D

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

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

[AliiSh's solution](#)

637.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[AliiSh's solution](#)

638.

1617D1

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

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[AliiSh's solution](#)

639.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[AliiSh's solution](#)

640.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[AliiSh's solution](#)

641.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[AliiSh's solution](#)

642.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[AliiSh's solution](#)

643.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[AliiSh's solution](#)

644.

1930D1

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

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[AliiSh's solution](#)

645.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[AliiSh's solution](#)

646.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[AliiSh's solution](#)

647.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1800 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[AliiSh's solution](#)

648.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[AliiSh's solution](#)

649.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[AliiSh's solution](#)

650.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[AliiSh's solution](#)

651.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[AliiSh's solution](#)

652.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1800 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[AliiSh's solution](#)

653.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-05-19 · last AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[AliiSh's solution](#)

654.

482B

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

Quality: 7,728 global accepts · Rating: 1800 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, trees

[AliiSh's solution](#)

655.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,805 global accepts · Rating: 1800 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[AliiSh's solution](#)

656.

1825D1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[AliiSh's solution](#)

657.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,000 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[AliiSh's solution](#)

658.

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AliiSh's solution](#)

659.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[AliiSh's solution](#)

660.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[AliiSh's solution](#)

661.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[AliiSh's solution](#)

662.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[AliiSh's solution](#)

663.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[AliiSh's solution](#)

664.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,393 global accepts · Rating: 1800 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[AliiSh's solution](#)

665.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[AliiSh's solution](#)

666.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[AliiSh's solution](#)

667.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, number theory

[AliiSh's solution](#)

668.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[AliiSh's solution](#)

669.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[AliiSh's solution](#)

670.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[AliiSh's solution](#)

671.

1768D

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

Quality: 9,005 global accepts · Rating: 1800 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[AliiSh's solution](#)

672.

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[AliiSh's solution](#)

673.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[AliiSh's solution](#)

674.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AliiSh's solution](#)

675.

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[AliiSh's solution](#)

676.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[AliiSh's solution](#)

677.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[AliiSh's solution](#)

678.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[AliiSh's solution](#)

679.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[AliiSh's solution](#)

680.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[AliiSh's solution](#)

681.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[AliiSh's solution](#)

682.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[AliiSh's solution](#)

683.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[AliiSh's solution](#)

684.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[AliiSh's solution](#)

685.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[AliiSh's solution](#)

686.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[AliiSh's solution](#)

687.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[AliiSh's solution](#)

688.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,758 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[AliiSh's solution](#)

689.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[AliiSh's solution](#)

690.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[AliiSh's solution](#)

691.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,192 global accepts · Rating: 1900 · first AC: 2024-01-30 · last AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[AliiSh's solution](#)

692.

505C

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

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, two pointers

[AliiSh's solution](#)

693.

506A

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

Rating: 1900 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AliiSh's solution](#)

694.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[AliiSh's solution](#)

695.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[AliiSh's solution](#)

696.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[AliiSh's solution](#)

697.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, sortings

[AliiSh's solution](#)

698.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[AliiSh's solution](#)

699.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[AliiSh's solution](#)

700.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[AliiSh's solution](#)

701.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AliiSh's solution](#)

702.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[AliiSh's solution](#)

703.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[AliiSh's solution](#)

704.

1887A2

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

Rating: 1900 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[AliiSh's solution](#)

705.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-22 · last AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[AliiSh's solution](#)

706.

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

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707.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[AliiSh's solution](#)

708.

1855C2

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

Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AliiSh's solution](#)

709.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[AliiSh's solution](#)

710.

1834D

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Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy,

implementation, sortings

[AliiSh's solution](#)

711.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[AliiSh's solution](#)

712.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,567 global accepts · Rating: 1900 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[AliiSh's solution](#)

713.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[AliiSh's solution](#)

714.

351B

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Quality: 2,724 global accepts · Rating: 1900 · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[AliiSh's solution](#)

715.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[AliiSh's solution](#)

716.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2023-05-11 · last AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[AliiSh's solution](#)

717.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

718.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[AliiSh's solution](#)

719.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[AliiSh's solution](#)

720.

835D

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

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, strings

[AliiSh's solution](#)

721.

456D

[A Lot of Games](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, strings

[AliiSh's solution](#)

722.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[AliiSh's solution](#)

723.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AliiSh's solution](#)

724.

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[AliiSh's solution](#)

725.

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2023-02-19 · last AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[AliiSh's solution](#)

726.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[AliiSh's solution](#)

727.

1786D

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[AliiSh's solution](#)

728.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[AliiSh's solution](#)

729.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,064 global accepts · Rating: 1900 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AliiSh's solution](#)

730.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,688 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[AliiSh's solution](#)

731.

1197D

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

Quality: 5,779 global accepts · Rating: 1900 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[AliiSh's solution](#)

732.

1041E

[Tree Reconstruction](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[AliiSh's solution](#)

733.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[AliiSh's solution](#)

734.

1044B

[Intersecting Subtrees](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 1900 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, trees

[AliiSh's solution](#)

735.

1141F1

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

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AliiSh's solution](#)

736.

1141F2

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

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[AliiSh's solution](#)

737.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 1900 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[AliiSh's solution](#)

738.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[AliiSh's solution](#)

739.

309C

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

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy

[AliiSh's solution](#)

740.

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs

[AliiSh's solution](#)

741.

1277E

[Two Fairs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[AliiSh's solution](#)

742.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[AliiSh's solution](#)

743.

110E

[Lucky Tree](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, trees

[AliiSh's solution](#)

744.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[AliiSh's solution](#)

745.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AliiSh's solution](#)

746.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[AliiSh's solution](#)

747.

22D

[Segments](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1900 · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AliiSh's solution](#)

748.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[AliiSh's solution](#)

749.

2061E

[Kevin and And](#) · [Tutorial](#)

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

[AliiSh's solution](#)

750.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math

[AliiSh's solution](#)

751.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[AliiSh's solution](#)

752.

2048E

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

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

[AliiSh's solution](#)

753.

1209E1

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

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[AliiSh's solution](#)

754.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[AliiSh's solution](#)

755.

1988D

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

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[AliiSh's solution](#)

756.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[AliiSh's solution](#)

757.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[AliiSh's solution](#)

758.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AliiSh's solution](#)

759.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[AliiSh's solution](#)

760.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[AliiSh's solution](#)

761.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[AliiSh's solution](#)

762.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,563 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[AliiSh's solution](#)

763.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,919 global accepts · Rating: 2000 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[AliiSh's solution](#)

764.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[AliiSh's solution](#)

765.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[AliiSh's solution](#)

766.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[AliiSh's solution](#)

767.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[AliiSh's solution](#)

768.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[AliiSh's solution](#)

769.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,485 global accepts · Rating: 2000 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[AliiSh's solution](#)

770.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[AliiSh's solution](#)

771.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[AliiSh's solution](#)

772.

514D

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

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[AliiSh's solution](#)

773.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[AliiSh's solution](#)

774.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory

[AliiSh's solution](#)

775.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2023-05-27 · last AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[AliiSh's solution](#)

776.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AliiSh's solution](#)

777.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2023-05-13 · last AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[AliiSh's solution](#)

778.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[AliiSh's solution](#)

779.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[AliiSh's solution](#)

780.

877E

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

Quality: 5,496 global accepts · Rating: 2000 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[AliiSh's solution](#)

781.

380C

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

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[AliiSh's solution](#)

782.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[AliiSh's solution](#)

783.

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[AliiSh's solution](#)

784.

1816D

[Sum Graph](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[AliiSh's solution](#)

785.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[AliiSh's solution](#)

786.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[AliiSh's solution](#)

787.

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[AliiSh's solution](#)

788.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[AliiSh's solution](#)

789.

514C

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

Quality: 8,154 global accepts · Rating: 2000 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[AliiSh's solution](#)

790.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[AliiSh's solution](#)

791.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,259 global accepts · Rating: 2000 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[AliiSh's solution](#)

792.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[AliiSh's solution](#)

793.

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers
[AliiSh's solution](#)

794.

63E

[Sweets Game](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2000 · first AC: 2023-02-19 · last AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, games, implementation
[AliiSh's solution](#)

795.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory
[AliiSh's solution](#)

796.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings
[AliiSh's solution](#)

797.

1788D

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798.

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799.

475D

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800.

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801.

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1731E

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804.

1566E

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805.

1763C

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811.

118E

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812.

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813.

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571B

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820.

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2029E

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824.

103D

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348B

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354C

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854.

850B

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276E

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858.

1263E

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859.

474F

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860.

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861.

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615E

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665E

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1056E

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870.

1799D2

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871.

631D

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874.

466E

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875.

519E

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876.

1516D

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877.

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878.

1185G1

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879.

1775E

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881.

1486D

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1511E

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1025D

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1023E

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888.

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889.

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891.

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892.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,920 global accepts · Rating: 2100 · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[AliiSh's solution](#)

893.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[AliiSh's solution](#)

894.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

[AliiSh's solution](#)

895.

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[AliiSh's solution](#)

896.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2024-12-02 · last AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: flows

[AliiSh's solution](#)

897.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[AliiSh's solution](#)

898.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[AliiSh's solution](#)

899.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[AliiSh's solution](#)

900.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[AliiSh's solution](#)

901.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, trees

[AliiSh's solution](#)

902.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,507 global accepts · Rating: 2200 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[AliiSh's solution](#)

903.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[AliiSh's solution](#)

904.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[AliiSh's solution](#)

905.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[AliiSh's solution](#)

906.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[AliiSh's solution](#)

907.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[AliiSh's solution](#)

908.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[AliiSh's solution](#)

909.

1238F

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2024-02-05 · last AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AliiSh's solution](#)

910.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[AliiSh's solution](#)

911.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[AliiSh's solution](#)

912.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[AliiSh's solution](#)

913.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings,

strings, two pointers

[AliiSh's solution](#)

914.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[AliiSh's solution](#)

915.

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2024-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[AliiSh's solution](#)

916.

1786E

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

Rating: 2200 · first AC: 2024-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[AliiSh's solution](#)

917.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[AliiSh's solution](#)

918.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[AliiSh's solution](#)

919.

506B

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[AliiSh's solution](#)

920.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities, trees

[AliiSh's solution](#)

921.

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[AliiSh's solution](#)

922.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[AliiSh's solution](#)

923.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

924.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[AliiSh's solution](#)

925.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[AliiSh's solution](#)

926.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

927.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[AliiSh's solution](#)

928.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[AliiSh's solution](#)

929.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[AliiSh's solution](#)

930.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees

[AliiSh's solution](#)

931.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[AliiSh's solution](#)

932.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2023-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory

[AliiSh's solution](#)

933.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[AliiSh's solution](#)

934.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[AliiSh's solution](#)

935.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[AliiSh's solution](#)

936.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, number theory
[AliiSh's solution](#)

937.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[AliiSh's solution](#)

938.

1178F1

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

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp
[AliiSh's solution](#)

939.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
[AliiSh's solution](#)

940.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp
[AliiSh's solution](#)

941.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[AliiSh's solution](#)

942.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[AliiSh's solution](#)

943.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,245 global accepts · Rating: 2200 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[AliiSh's solution](#)

944.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math,

number theory

[AliiSh's solution](#)

945.

1816E

[Between](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AliiSh's solution](#)

946.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[AliiSh's solution](#)

947.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[AliiSh's solution](#)

948.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AliiSh's solution](#)

949.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[AliiSh's solution](#)

950.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[AliiSh's solution](#)

951.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive

[AliiSh's solution](#)

952.

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[AliiSh's solution](#)

953.

7D

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[AliiSh's solution](#)

954.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2200 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[AliiSh's solution](#)

955.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,244 global accepts · Rating: 2200 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[AliiSh's solution](#)

956.

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[AliiSh's solution](#)

957.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[AliiSh's solution](#)

958.

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[AliiSh's solution](#)

959.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[AliiSh's solution](#)

960.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2023-02-20 · last AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[AliiSh's solution](#)

961.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[AliiSh's solution](#)

962.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,388 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs

[AliiSh's solution](#)

963.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[AliiSh's solution](#)

964.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[AliiSh's solution](#)

965.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math

[AliiSh's solution](#)

966.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[AliiSh's solution](#)

967.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,928 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

[AliiSh's solution](#)

968.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[AliiSh's solution](#)

969.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, trees

[AliiSh's solution](#)

970.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[AliiSh's solution](#)

971.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[AliiSh's solution](#)

972.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[AliiSh's solution](#)

973.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[AliiSh's solution](#)

974.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[AliiSh's solution](#)

975.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, sortings, trees

[AliiSh's solution](#)

976.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths

[AliiSh's solution](#)

977.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[AliiSh's solution](#)

978.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[AliiSh's solution](#)

979.

903D

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

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[AliiSh's solution](#)

980.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[AliiSh's solution](#)

981.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[AliiSh's solution](#)

982.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[AliiSh's solution](#)

983.

305E

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

Quality: 731 global accepts · Rating: 2300 · first AC: 2025-01-08 · last AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: games

[AliiSh's solution](#)

984.

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths

[AliiSh's solution](#)

985.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[AliiSh's solution](#)

986.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[AliiSh's solution](#)

987.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,341 global accepts · Rating: 2300 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AliiSh's solution](#)

988.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2024-10-03 · last AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[AliiSh's solution](#)

989.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[AliiSh's solution](#)

990.

2002D2

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

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

[AliiSh's solution](#)

991.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[AliiSh's solution](#)

992.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[AliiSh's solution](#)

993.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 2300 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[AliiSh's solution](#)

994.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[AliiSh's solution](#)

995.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[AliiSh's solution](#)

996.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[AliiSh's solution](#)

997.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[AliiSh's solution](#)

998.

748F

[Santa Clauses and a Soccer Championship](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[AliiSh's solution](#)

999.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[AliiSh's solution](#)

1000.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AliiSh's solution](#)

1001.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[AliiSh's solution](#)

1002.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[AliiSh's solution](#)

1003.

1450C2

[Erich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AliiSh's solution](#)

1004.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[AliiSh's solution](#)

1005.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[AliiSh's solution](#)

1006.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures

[AliiSh's solution](#)

1007.

313E

[Ilya and Two Numbers](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2300 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[AliiSh's solution](#)

1008.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[AliiSh's solution](#)

1009.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[AliiSh's solution](#)

1010.

1681F

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

Quality: 2,321 global accepts · Rating: 2300 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[AliiSh's solution](#)

1011.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[AliiSh's solution](#)

1012.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[AliiSh's solution](#)

1013.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[AliiSh's solution](#)

1014.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[AliiSh's solution](#)

1015.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[AliiSh's solution](#)

1016.

1065E

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

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[AliiSh's solution](#)

1017.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[AliiSh's solution](#)

1018.

1101G

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

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[AliiSh's solution](#)

1019.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy

[AliiSh's solution](#)

1020.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AliiSh's solution](#)

1021.

487C

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

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[AliiSh's solution](#)

1022.

1706E

[Opwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[AliiSh's solution](#)

1023.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[AliiSh's solution](#)

1024.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[AliiSh's solution](#)

1025.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[AliiSh's solution](#)

1026.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[AliiSh's solution](#)

1027.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[AliiSh's solution](#)

1028.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[AliiSh's solution](#)

1029.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[AliiSh's solution](#)

1030.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[AliiSh's solution](#)

1031.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2300 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[AliiSh's solution](#)

1032.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[AliiSh's solution](#)

1033.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[AliiSh's solution](#)

1034.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[AliiSh's solution](#)

1035.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2024-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[AliiSh's solution](#)

1036.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[AliiSh's solution](#)

1037.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[AliiSh's solution](#)

1038.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[AliiSh's solution](#)

1039.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[AliiSh's solution](#)

1040.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2024-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[AliiSh's solution](#)

1041.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[AliiSh's solution](#)

1042.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[AliiSh's solution](#)

1043.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[AliiSh's solution](#)

1044.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[AliiSh's solution](#)

1045.

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[AliiSh's solution](#)

1046.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing
[AliiSh's solution](#)

1047.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees
[AliiSh's solution](#)

1048.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[AliiSh's solution](#)

1049.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers
[AliiSh's solution](#)

1050.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings
[AliiSh's solution](#)

1051.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees
[AliiSh's solution](#)

1052.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[AliiSh's solution](#)

1053.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[AliiSh's solution](#)

1054.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures
[AliiSh's solution](#)

1055.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[AliiSh's solution](#)

1056.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[AliiSh's solution](#)

1057.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[AliiSh's solution](#)

1058.

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[AliiSh's solution](#)

1059.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[AliiSh's solution](#)

1060.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[AliiSh's solution](#)

1061.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2023-06-16 · last AC: 2023-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[AliiSh's solution](#)

1062.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2023-06-11 · last AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AliiSh's solution](#)

1063.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory

[AliiSh's solution](#)

1064.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[AliiSh's solution](#)

1065.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2023-05-27 · last AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, graphs

[AliiSh's solution](#)

1066.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[AliiSh's solution](#)

1067.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu

[AliiSh's solution](#)

1068.

1825D2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-05-09 · last AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, trees

[AliiSh's solution](#)

1069.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[AliiSh's solution](#)

1070.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2300 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[AliiSh's solution](#)

1071.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[AliiSh's solution](#)

1072.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[AliiSh's solution](#)

1073.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2300 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[AliiSh's solution](#)

1074.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings

[AliiSh's solution](#)

1075.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, strings, trees

[AliiSh's solution](#)

1076.

898F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2023-03-09 · last AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, math

[AliiSh's solution](#)

1077.

872E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[AliiSh's solution](#)

1078.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[AliiSh's solution](#)

1079.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[AliiSh's solution](#)

1080.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[AliiSh's solution](#)

1081.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[AliiSh's solution](#)

1082.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[AliiSh's solution](#)

1083.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[AliiSh's solution](#)

1084.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[AliiSh's solution](#)

1085.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[AliiSh's solution](#)

1086.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2023-01-17 · last AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[AliiSh's solution](#)

1087.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2023-01-14 · last AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation

[AliiSh's solution](#)

1088.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[AliiSh's solution](#)

1089.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2022-12-29 · last AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[AliiSh's solution](#)

1090.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2022-12-26 · last AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[AliiSh's solution](#)

1091.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[AliiSh's solution](#)

1092.

716D

[Complete The Graph](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-12-20 · last AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[AliiSh's solution](#)

1093.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AliiSh's solution](#)

1094.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[AliiSh's solution](#)

1095.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[AliiSh's solution](#)

1096.

1779E

[Any'a's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-05 · last AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[AliiSh's solution](#)

1097.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft
[AliiSh's solution](#)

1098.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[AliiSh's solution](#)

1099.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: flows, trees
[AliiSh's solution](#)

1100.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs
[AliiSh's solution](#)

1101.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[AliiSh's solution](#)

1102.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp
[AliiSh's solution](#)

1103.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2024-10-15 · last AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[AliiSh's solution](#)

1104.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[AliiSh's solution](#)

1105.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math
[AliiSh's solution](#)

1106.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graph matchings, graphs
[AliiSh's solution](#)

1107.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms,

dfs and similar, graphs, greedy, trees

[AliiSh's solution](#)

1108.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[AliiSh's solution](#)

1109.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[AliiSh's solution](#)

1110.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[AliiSh's solution](#)

1111.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[AliiSh's solution](#)

1112.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[AliiSh's solution](#)

1113.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[AliiSh's solution](#)

1114.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2400 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[AliiSh's solution](#)

1115.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[AliiSh's solution](#)

1116.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[AliiSh's solution](#)

1117.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[AliiSh's solution](#)

1118.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,673 global accepts · Rating: 2400 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[AliiSh's solution](#)

1119.

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[AliiSh's solution](#)

1120.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[AliiSh's solution](#)

1121.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[AliiSh's solution](#)

1122.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[AliiSh's solution](#)

1123.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[AliiSh's solution](#)

1124.

890E

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[AliiSh's solution](#)

1125.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2400 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[AliiSh's solution](#)

1126.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[AliiSh's solution](#)

1127.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[AliiSh's solution](#)

1128.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AliiSh's solution](#)

1129.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[AliiSh's solution](#)

1130.

1981D

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

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[AliiSh's solution](#)

1131.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, number theory

[AliiSh's solution](#)

1132.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[AliiSh's solution](#)

1133.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[AliiSh's solution](#)

1134.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[AliiSh's solution](#)

1135.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees

[AliiSh's solution](#)

1136.

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[AliiSh's solution](#)

1137.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[AliiSh's solution](#)

1138.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[AliiSh's solution](#)

1139.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[AliiSh's solution](#)

1140.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[AliiSh's solution](#)

1141.

1957E

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

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

[AliiSh's solution](#)

1142.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[AliiSh's solution](#)

1143.

1591E

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

Rating: 2400 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[AliiSh's solution](#)

1144.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[AliiSh's solution](#)

1145.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[AliiSh's solution](#)

1146.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AliiSh's solution](#)

1147.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[AliiSh's solution](#)

1148.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[AliiSh's solution](#)

1149.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[AliiSh's solution](#)

1150.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[AliiSh's solution](#)

1151.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dsu, string suffix structures, strings

[AliiSh's solution](#)

1152.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[AliiSh's solution](#)

1153.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2024-03-06 · last AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[AliiSh's solution](#)

1154.

1936C

[Pokémon Arena](#) · [Tutorial](#)

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

[AliiSh's solution](#)

1155.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[AliiSh's solution](#)

1156.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2023-02-08 · last AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[AliiSh's solution](#)

1157.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[AliiSh's solution](#)

1158.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[AliiSh's solution](#)

1159.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[AliiSh's solution](#)

1160.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[AliiSh's solution](#)

1161.

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AliiSh's solution](#)

1162.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2024-02-14 · last AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[AliiSh's solution](#)

1163.

288D

[Polo the Penguin and Trees](#) · [Tutorial](#)

Quality: 838 global accepts · Rating: 2400 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, trees

[AliiSh's solution](#)

1164.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[AliiSh's solution](#)

1165.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2024-02-08 · last AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[AliiSh's solution](#)

1166.

1852C

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[AliiSh's solution](#)

1167.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[AliiSh's solution](#)

1168.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2024-02-07 · last AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[AliiSh's solution](#)

1169.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[AliiSh's solution](#)

1170.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[AliiSh's solution](#)

1171.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing

[AliiSh's solution](#)

1172.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1173.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[AliiSh's solution](#)

1174.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[AliiSh's solution](#)

1175.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[AliiSh's solution](#)

1176.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[AliiSh's solution](#)

1177.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[AliiSh's solution](#)

1178.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[AliiSh's solution](#)

1179.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AliiSh's solution](#)

1180.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[AliiSh's solution](#)

1181.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2024-02-04 · last AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[AliiSh's solution](#)

1182.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[AliiSh's solution](#)

1183.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[AliiSh's solution](#)

1184.

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[AliiSh's solution](#)

1185.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[AliiSh's solution](#)

1186.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[AliiSh's solution](#)

1187.

865D

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

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, greedy

[AliiSh's solution](#)

1188.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[AliiSh's solution](#)

1189.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · last AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[AliiSh's solution](#)

1190.

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, string suffix structures, strings

[AliiSh's solution](#)

1191.

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[AliiSh's solution](#)

1192.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[AliiSh's solution](#)

1193.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[AliiSh's solution](#)

1194.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1195.

959F

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

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[AliiSh's solution](#)

1196.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[AliiSh's solution](#)

1197.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, sortings

[AliiSh's solution](#)

1198.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,305 global accepts · Rating: 2400 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[AliiSh's solution](#)

1199.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[AliiSh's solution](#)

1200.

1290C

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

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[AliiSh's solution](#)

1201.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[AliiSh's solution](#)

1202.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation

[AliiSh's solution](#)

1203.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees, two pointers

[AliiSh's solution](#)

1204.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[AliiSh's solution](#)

1205.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[AliiSh's solution](#)

1206.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[AliiSh's solution](#)

1207.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[AliiSh's solution](#)

1208.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AliiSh's solution](#)

1209.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[AliiSh's solution](#)

1210.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[AliiSh's solution](#)

1211.

1044D

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

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[AliiSh's solution](#)

1212.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1213.

220E

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

Quality: 1,715 global accepts · Rating: 2400 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[AliiSh's solution](#)

1214.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2023-09-29 · last AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[AliiSh's solution](#)

1215.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[AliiSh's solution](#)

1216.

115E

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

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[AliiSh's solution](#)

1217.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1218.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1219.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 2400 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1220.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, matrices

[AliiSh's solution](#)

1221.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[AliiSh's solution](#)

1222.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[AliiSh's solution](#)

1223.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[AliiSh's solution](#)

1224.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[AliiSh's solution](#)

1225.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AliiSh's solution](#)

1226.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1227.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[AliiSh's solution](#)

1228.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[AliiSh's solution](#)

1229.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[AliiSh's solution](#)

1230.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[AliiSh's solution](#)

1231.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[AliiSh's solution](#)

1232.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[AliiSh's solution](#)

1233.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[AliiSh's solution](#)

1234.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[AliiSh's solution](#)

1235.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2023-02-11 · last AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[AliiSh's solution](#)

1236.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[AliiSh's solution](#)

1237.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees

[AliiSh's solution](#)

1238.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[AliiSh's solution](#)

1239.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[AliiSh's solution](#)

1240.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,143 global accepts · Rating: 2400 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[AliiSh's solution](#)

1241.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[AliiSh's solution](#)

1242.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[AliiSh's solution](#)

1243.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[AliiSh's solution](#)

1244.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2025-02-19 · last AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft

[AliiSh's solution](#)

1245.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[AliiSh's solution](#)

1246.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[AliiSh's solution](#)

1247.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[AliiSh's solution](#)

1248.

1209E2

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

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[AliiSh's solution](#)

1249.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[AliiSh's solution](#)

1250.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[AliiSh's solution](#)

1251.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[AliiSh's solution](#)

1252.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[AliiSh's solution](#)

1253.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[AliiSh's solution](#)

1254.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[AliiSh's solution](#)

1255.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities

[AliiSh's solution](#)

1256.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[AliiSh's solution](#)

1257.

1758E

[Tick,Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[AliiSh's solution](#)

1258.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[AliiSh's solution](#)

1259.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[AliiSh's solution](#)

1260.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[AliiSh's solution](#)

1261.

888F

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

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[AliiSh's solution](#)

1262.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dp

[AliiSh's solution](#)

1263.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[AliiSh's solution](#)

1264.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[AliiSh's solution](#)

1265.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AliiSh's solution](#)

1266.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[AliiSh's solution](#)

1267.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[AliiSh's solution](#)

1268.

1973E

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, sortings

[AliiSh's solution](#)

1269.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[AliiSh's solution](#)

1270.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[AliiSh's solution](#)

1271.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: trees

[AliiSh's solution](#)

1272.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[AliiSh's solution](#)

1273.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[AliiSh's solution](#)

1274.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2500 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[AliiSh's solution](#)

1275.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[AliiSh's solution](#)

1276.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[AliiSh's solution](#)

1277.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2024-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[AliiSh's solution](#)

1278.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[AliiSh's solution](#)

1279.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[AliiSh's solution](#)

1280.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[AliiSh's solution](#)

1281.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[AliiSh's solution](#)

1282.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy

[AliiSh's solution](#)

1283.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[AliiSh's solution](#)

1284.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[AliiSh's solution](#)

1285.

1534F1

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

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[AliiSh's solution](#)

1286.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[AliiSh's solution](#)

1287.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[AliiSh's solution](#)

1288.

946G

[Almost Increasing Array](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2500 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[AliiSh's solution](#)

1289.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[AliiSh's solution](#)

1290.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[AliiSh's solution](#)

1291.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[AliiSh's solution](#)

1292.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[AliiSh's solution](#)

1293.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[AliiSh's solution](#)

1294.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[AliiSh's solution](#)

1295.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[AliiSh's solution](#)

1296.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[AliiSh's solution](#)

1297.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-02-05 · last AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[AliiSh's solution](#)

1298.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[AliiSh's solution](#)

1299.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[AliiSh's solution](#)

1300.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[AliiSh's solution](#)

1301.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1302.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[AliiSh's solution](#)

1303.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[AliiSh's solution](#)

1304.

1583F

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

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[AliiSh's solution](#)

1305.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[AliiSh's solution](#)

1306.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[AliiSh's solution](#)

1307.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[AliiSh's solution](#)

1308.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[AliiSh's solution](#)

1309.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[AliiSh's solution](#)

1310.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[AliiSh's solution](#)

1311.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[AliiSh's solution](#)

1312.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[AliiSh's solution](#)

1313.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[AliiSh's solution](#)

1314.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2024-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[AliiSh's solution](#)

1315.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[AliiSh's solution](#)

1316.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2024-01-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[AliiSh's solution](#)

1317.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2024-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[AliiSh's solution](#)

1318.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[AliiSh's solution](#)

1319.

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, dsu, graphs, greedy, trees, two pointers

[AliiSh's solution](#)

1320.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings

[AliiSh's solution](#)

1321.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[AliiSh's solution](#)

1322.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[AliiSh's solution](#)

1323.

911G

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

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1324.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[AliiSh's solution](#)

1325.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[AliiSh's solution](#)

1326.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, strings

[AliiSh's solution](#)

1327.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, math

[AliiSh's solution](#)

1328.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[AliiSh's solution](#)

1329.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[AliiSh's solution](#)

1330.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[AliiSh's solution](#)

1331.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs

[AliiSh's solution](#)

1332.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[AliiSh's solution](#)

1333.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[AliiSh's solution](#)

1334.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[AliiSh's solution](#)

1335.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[AliiSh's solution](#)

1336.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[AliiSh's solution](#)

1337.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[AliiSh's solution](#)

1338.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[AliiSh's solution](#)

1339.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[AliiSh's solution](#)

1340.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, number theory

[AliiSh's solution](#)

1341.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2023-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[AliiSh's solution](#)

1342.

735E

[Ostap and Tree](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[AliiSh's solution](#)

1343.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[AliiSh's solution](#)

1344.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[AliiSh's solution](#)

1345.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1346.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[AliiSh's solution](#)

1347.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[AliiSh's solution](#)

1348.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs

[AliiSh's solution](#)

1349.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[AliiSh's solution](#)

1350.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[AliiSh's solution](#)

1351.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-07-27 · last AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[AliiSh's solution](#)

1352.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, graphs, math

[AliiSh's solution](#)

1353.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[AliiSh's solution](#)

1354.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · last AC: 2023-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[AliiSh's solution](#)

1355.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2023-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[AliiSh's solution](#)

1356.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, matrices

[AliiSh's solution](#)

1357.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[AliiSh's solution](#)

1358.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AliiSh's solution](#)

1359.

1548C

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

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[AliiSh's solution](#)

1360.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[AliiSh's solution](#)

1361.

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[AliiSh's solution](#)

1362.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[AliiSh's solution](#)

1363.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[AliiSh's solution](#)

1364.

1225F

[Tree Factory](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees

[AliiSh's solution](#)

1365.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AliiSh's solution](#)

1366.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[AliiSh's solution](#)

1367.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AliiSh's solution](#)

1368.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[AliiSh's solution](#)

1369.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[AliiSh's solution](#)

1370.

1375E

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Quality: 3,371 global accepts · Rating: 2500 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[AliiSh's solution](#)

1371.

1528D

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

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[AliiSh's solution](#)

1372.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[AliiSh's solution](#)

1373.

138D

[World of Darkraft](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2500 · first AC: 2023-04-12 · last AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[AliiSh's solution](#)

1374.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[AliiSh's solution](#)

1375.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[AliiSh's solution](#)

1376.

608E

[Marbles](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: strings

[AliiSh's solution](#)

1377.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[AliiSh's solution](#)

1378.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[AliiSh's solution](#)

1379.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[AliiSh's solution](#)

1380.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[AliiSh's solution](#)

1381.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[AliiSh's solution](#)

1382.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[AliiSh's solution](#)

1383.

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, shortest paths

[AliiSh's solution](#)

1384.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[AliiSh's solution](#)

1385.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[AliiSh's solution](#)

1386.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 830 global accepts · Rating: 2600 · first AC: 2025-02-26 · last AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[AliiSh's solution](#)

1387.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[AliiSh's solution](#)

1388.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2024-10-15 · last AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[AliiSh's solution](#)

1389.

1981E

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[AliiSh's solution](#)

1390.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer

[AliiSh's solution](#)

1391.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[AliiSh's solution](#)

1392.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[AliiSh's solution](#)

1393.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[AliiSh's solution](#)

1394.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[AliiSh's solution](#)

1395.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[AliiSh's solution](#)

1396.

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics

[AliiSh's solution](#)

1397.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[AliiSh's solution](#)

1398.

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[AliiSh's solution](#)

1399.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[AliiSh's solution](#)

1400.

382E

[Ksenia and Combinatorics](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2600 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[AliiSh's solution](#)

1401.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2600 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[AliiSh's solution](#)

1402.

229E

[Gifts](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2600 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[AliiSh's solution](#)

1403.

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[AliiSh's solution](#)

1404.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[AliiSh's solution](#)

1405.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AliiSh's solution](#)

1406.

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[AliiSh's solution](#)

1407.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[AliiSh's solution](#)

1408.

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1409.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[AliiSh's solution](#)

1410.

1558D

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

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[AliiSh's solution](#)

1411.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AliiSh's solution](#)

1412.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[AliiSh's solution](#)

1413.

482C

[Game with Strings](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[AliiSh's solution](#)

1414.

1957F1

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

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[AliiSh's solution](#)

1415.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[AliiSh's solution](#)

1416.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AliiSh's solution](#)

1417.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[AliiSh's solution](#)

1418.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[AliiSh's solution](#)

1419.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[AliiSh's solution](#)

1420.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[AliiSh's solution](#)

1421.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[AliiSh's solution](#)

1422.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[AliiSh's solution](#)

1423.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[AliiSh's solution](#)

1424.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[AliiSh's solution](#)

1425.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[AliiSh's solution](#)

1426.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[AliiSh's solution](#)

1427.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[AliiSh's solution](#)

1428.

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: strings

[AliiSh's solution](#)

1429.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[AliiSh's solution](#)

1430.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2024-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[AliiSh's solution](#)

1431.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, greedy

[AliiSh's solution](#)

1432.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[AliiSh's solution](#)

1433.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[AliiSh's solution](#)

1434.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[AliiSh's solution](#)

1435.

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2600 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[AliiSh's solution](#)

1436.

1686E

[Bring Balance](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AliiSh's solution](#)

1437.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[AliiSh's solution](#)

1438.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[AliiSh's solution](#)

1439.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[AliiSh's solution](#)

1440.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2024-02-24 · last AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[AliiSh's solution](#)

1441.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[AliiSh's solution](#)

1442.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[AliiSh's solution](#)

1443.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[AliiSh's solution](#)

1444.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[AliiSh's solution](#)

1445.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[AliiSh's solution](#)

1446.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[AliiSh's solution](#)

1447.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AliiSh's solution](#)

1448.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing

[AliiSh's solution](#)

1449.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2024-02-08 · last AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[AliiSh's solution](#)

1450.

1793E

[Vealepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[AliiSh's solution](#)

1451.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[AliiSh's solution](#)

1452.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[AliiSh's solution](#)

1453.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AliiSh's solution](#)

1454.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[AliiSh's solution](#)

1455.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[AliiSh's solution](#)

1456.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[AliiSh's solution](#)

1457.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[AliiSh's solution](#)

1458.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, trees

[AliiSh's solution](#)

1459.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[AliiSh's solution](#)

1460.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, trees

[AliiSh's solution](#)

1461.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AliiSh's solution](#)

1462.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[AliiSh's solution](#)

1463.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AliiSh's solution](#)

1464.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[AliiSh's solution](#)

1465.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[AliiSh's solution](#)

1466.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[AliiSh's solution](#)

1467.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2023-11-25 · last AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[AliiSh's solution](#)

1468.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[AliiSh's solution](#)

1469.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2023-11-20 · last AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[AliiSh's solution](#)

1470.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[AliiSh's solution](#)

1471.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer

[AliiSh's solution](#)

1472.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[AliiSh's solution](#)

1473.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[AliiSh's solution](#)

1474.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[AliiSh's solution](#)

1475.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[AliiSh's solution](#)

1476.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[AliiSh's solution](#)

1477.

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[AliiSh's solution](#)

1478.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[AliiSh's solution](#)

1479.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[AliiSh's solution](#)

1480.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[AliiSh's solution](#)

1481.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities, trees

[AliiSh's solution](#)

1482.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1483.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1484.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[AliiSh's solution](#)

1485.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[AliiSh's solution](#)

1486.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[AliiSh's solution](#)

1487.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[AliiSh's solution](#)

1488.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[AliiSh's solution](#)

1489.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[AliiSh's solution](#)

1490.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[AliiSh's solution](#)

1491.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,385 global accepts · Rating: 2600 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AliiSh's solution](#)

1492.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2023-02-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[AliiSh's solution](#)

1493.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[AliiSh's solution](#)

1494.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[AliiSh's solution](#)

1495.

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[AliiSh's solution](#)

1496.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[AliiSh's solution](#)

1497.

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, geometry, graphs, sortings
[AliiSh's solution](#)

1498.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2023-06-05 · last AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math
[AliiSh's solution](#)

1499.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[AliiSh's solution](#)

1500.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees
[AliiSh's solution](#)

1501.

1025F

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

Quality: 909 global accepts · Rating: 2700 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[AliiSh's solution](#)

1502.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs
[AliiSh's solution](#)

1503.

42E

[Baldman and the military](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 2700 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[AliiSh's solution](#)

1504.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[AliiSh's solution](#)

1505.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[AliiSh's solution](#)

1506.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[AliiSh's solution](#)

1507.

839E

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[AliiSh's solution](#)

1508.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[AliiSh's solution](#)

1509.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[AliiSh's solution](#)

1510.

1336E1

[Chori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[AliiSh's solution](#)

1511.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[AliiSh's solution](#)

1512.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[AliiSh's solution](#)

1513.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[AliiSh's solution](#)

1514.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[AliiSh's solution](#)

1515.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[AliiSh's solution](#)

1516.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[AliiSh's solution](#)

1517.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[AliiSh's solution](#)

1518.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[AliiSh's solution](#)

1519.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings, two pointers

[AliiSh's solution](#)

1520.

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[AliiSh's solution](#)

1521.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[AliiSh's solution](#)

1522.

76C

[Mutation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2700 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[AliiSh's solution](#)

1523.

1957F2

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

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-21 · last AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search,

data structures, dfs and similar, hashing, probabilities, trees

[AliiSh's solution](#)

1524.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[AliiSh's solution](#)

1525.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing

[AliiSh's solution](#)

1526.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[AliiSh's solution](#)

1527.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[AliiSh's solution](#)

1528.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[AliiSh's solution](#)

1529.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[AliiSh's solution](#)

1530.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[AliiSh's solution](#)

1531.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1532.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[AliiSh's solution](#)

1533.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[AliiSh's solution](#)

1534.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[AliiSh's solution](#)

1535.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[AliiSh's solution](#)

1536.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[AliiSh's solution](#)

1537.

1814F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dsu

[AliiSh's solution](#)

1538.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[AliiSh's solution](#)

1539.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2024-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[AliiSh's solution](#)

1540.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat

[AliiSh's solution](#)

1541.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1542.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[AliiSh's solution](#)

1543.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[AliiSh's solution](#)

1544.

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2024-02-17 · last AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[AliiSh's solution](#)

1545.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[AliiSh's solution](#)

1546.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[AliiSh's solution](#)

1547.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[AliiSh's solution](#)

1548.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[AliiSh's solution](#)

1549.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[AliiSh's solution](#)

1550.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[AliiSh's solution](#)

1551.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AliiSh's solution](#)

1552.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AliiSh's solution](#)

1553.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide

and conquer, dsu, math, trees, two pointers

[AliiSh's solution](#)

1554.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AliiSh's solution](#)

1555.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[AliiSh's solution](#)

1556.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[AliiSh's solution](#)

1557.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AliiSh's solution](#)

1558.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[AliiSh's solution](#)

1559.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[AliiSh's solution](#)

1560.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[AliiSh's solution](#)

1561.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[AliiSh's solution](#)

1562.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AliiSh's solution](#)

1563.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games

[AliiSh's solution](#)

1564.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees
[AliiSh's solution](#)

1565.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[AliiSh's solution](#)

1566.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees
[AliiSh's solution](#)

1567.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[AliiSh's solution](#)

1568.

1792F1

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

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs
[AliiSh's solution](#)

1569.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings
[AliiSh's solution](#)

1570.

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[AliiSh's solution](#)

1571.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, trees
[AliiSh's solution](#)

1572.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities
[AliiSh's solution](#)

1573.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees
[AliiSh's solution](#)

1574.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[AliiSh's solution](#)

1575.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[AliiSh's solution](#)

1576.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[AliiSh's solution](#)

1577.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[AliiSh's solution](#)

1578.

1270G

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

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[AliiSh's solution](#)

1579.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[AliiSh's solution](#)

1580.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[AliiSh's solution](#)

1581.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[AliiSh's solution](#)

1582.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-12-25 · last AC: 2022-12-25 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths

[AliiSh's solution](#)

1583.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, fft, math

[AliiSh's solution](#)

1584.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[AliiSh's solution](#)

1585.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[AliiSh's solution](#)

1586.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[AliiSh's solution](#)

1587.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AliiSh's solution](#)

1588.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[AliiSh's solution](#)

1589.

796F

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

Quality: 204 global accepts · Rating: 2800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy

[AliiSh's solution](#)

1590.

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[AliiSh's solution](#)

1591.

217E

[Alien DNA](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2800 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[AliiSh's solution](#)

1592.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2024-06-16 · last AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[AliiSh's solution](#)

1593.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[AliiSh's solution](#)

1594.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[AliiSh's solution](#)

1595.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[AliiSh's solution](#)

1596.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[AliiSh's solution](#)

1597.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AliiSh's solution](#)

1598.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation

[AliiSh's solution](#)

1599.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[AliiSh's solution](#)

1600.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[AliiSh's solution](#)

1601.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[AliiSh's solution](#)

1602.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[AliiSh's solution](#)

1603.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[AliiSh's solution](#)

1604.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[AliiSh's solution](#)

1605.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[AliiSh's solution](#)

1606.

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[AliiSh's solution](#)

1607.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[AliiSh's solution](#)

1608.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[AliiSh's solution](#)

1609.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[AliiSh's solution](#)

1610.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[AliiSh's solution](#)

1611.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[AliiSh's solution](#)

1612.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1613.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[AliiSh's solution](#)

1614.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data

structures, geometry

[AliiSh's solution](#)

1615.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[AliiSh's solution](#)

1616.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[AliiSh's solution](#)

1617.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[AliiSh's solution](#)

1618.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[AliiSh's solution](#)

1619.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[AliiSh's solution](#)

1620.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[AliiSh's solution](#)

1621.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[AliiSh's solution](#)

1622.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities

[AliiSh's solution](#)

1623.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[AliiSh's solution](#)

1624.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings, trees

[AliiSh's solution](#)

1625.

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[AliiSh's solution](#)

1626.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees

[AliiSh's solution](#)

1627.

1039D

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

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[AliiSh's solution](#)

1628.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[AliiSh's solution](#)

1629.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AliiSh's solution](#)

1630.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees

[AliiSh's solution](#)

1631.

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, trees

[AliiSh's solution](#)

1632.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[AliiSh's solution](#)

1633.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AliiSh's solution](#)

1634.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[AliiSh's solution](#)

1635.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AliiSh's solution](#)

1636.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths
[AliiSh's solution](#)

1637.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[AliiSh's solution](#)

1638.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers
[AliiSh's solution](#)

1639.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive
[AliiSh's solution](#)

1640.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[AliiSh's solution](#)

1641.

1615F

[LEGondary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[AliiSh's solution](#)

1642.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[AliiSh's solution](#)

1643.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
[AliiSh's solution](#)

1644.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs
[AliiSh's solution](#)

1645.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees
[AliiSh's solution](#)

1646.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[AliiSh's solution](#)

1647.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, shortest paths

[AliiSh's solution](#)

1648.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[AliiSh's solution](#)

1649.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[AliiSh's solution](#)

1650.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2025-02-22 · last AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[AliiSh's solution](#)

1651.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[AliiSh's solution](#)

1652.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2900 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[AliiSh's solution](#)

1653.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[AliiSh's solution](#)

1654.

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[AliiSh's solution](#)

1655.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[AliiSh's solution](#)

1656.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, trees

[AliiSh's solution](#)

1657.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[AliiSh's solution](#)

1658.

183E

[Candy Shop](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 2900 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AliiSh's solution](#)

1659.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[AliiSh's solution](#)

1660.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1661.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1662.

741D

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

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[AliiSh's solution](#)

1663.

506C

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

Rating: 2900 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[AliiSh's solution](#)

1664.

505E

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

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[AliiSh's solution](#)

1665.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[AliiSh's solution](#)

1666.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[AliiSh's solution](#)

1667.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[AliiSh's solution](#)

1668.

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees

[AliiSh's solution](#)

1669.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[AliiSh's solution](#)

1670.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[AliiSh's solution](#)

1671.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2023-01-11 · last AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[AliiSh's solution](#)

1672.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[AliiSh's solution](#)

1673.

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[AliiSh's solution](#)

1674.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: strings, trees

[AliiSh's solution](#)

1675.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[AliiSh's solution](#)

1676.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 3000 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[AliiSh's solution](#)

1677.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[AliiSh's solution](#)

1678.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[AliiSh's solution](#)

1679.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[AliiSh's solution](#)

1680.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[AliiSh's solution](#)

1681.

1956F

[Nene and the Passing Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[AliiSh's solution](#)

1682.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[AliiSh's solution](#)

1683.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[AliiSh's solution](#)

1684.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[AliiSh's solution](#)

1685.

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[AliiSh's solution](#)

1686.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-02-17 · last AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[AliiSh's solution](#)

1687.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2023-12-11 · last AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[AliiSh's solution](#)

1688.

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, games, graphs, trees

[AliiSh's solution](#)

1689.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1690.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[AliiSh's solution](#)

1691.

603E

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

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[AliiSh's solution](#)

1692.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[AliiSh's solution](#)

1693.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games

[AliiSh's solution](#)

1694.

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1695.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[AliiSh's solution](#)

1696.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[AliiSh's solution](#)

1697.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[AliiSh's solution](#)

1698.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[AliiSh's solution](#)

1699.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1700.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[AliiSh's solution](#)

1701.

1610F

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AliiSh's solution](#)

1702.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[AliiSh's solution](#)

1703.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[AliiSh's solution](#)

1704.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[AliiSh's solution](#)

1705.

429E

[Points and Segments](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 3000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[AliiSh's solution](#)

1706.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[AliiSh's solution](#)

1707.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[AliiSh's solution](#)

1708.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[AliiSh's solution](#)

1709.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft

[AliiSh's solution](#)

1710.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, math, number theory, trees

[AliiSh's solution](#)

1711.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees

[AliiSh's solution](#)

1712.

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, trees

[AliiSh's solution](#)

1713.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[AliiSh's solution](#)

1714.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-03 · last AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[AliiSh's solution](#)

1715.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AliiSh's solution](#)

1716.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1717.

855F

[Nagini](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3100 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[AliiSh's solution](#)

1718.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[AliiSh's solution](#)

1719.

418E

[Tricky Password](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2023-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1720.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-12-15 · last AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1721.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, trees

[AliiSh's solution](#)

1722.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search

[AliiSh's solution](#)

1723.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1724.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices, probabilities

[AliiSh's solution](#)

1725.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2023-11-14 · last AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[AliiSh's solution](#)

1726.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[AliiSh's solution](#)

1727.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees
[AliiSh's solution](#)

1728.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[AliiSh's solution](#)

1729.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[AliiSh's solution](#)

1730.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[AliiSh's solution](#)

1731.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, trees
[AliiSh's solution](#)

1732.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, math
[AliiSh's solution](#)

1733.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[AliiSh's solution](#)

1734.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[AliiSh's solution](#)

1735.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-07-01 · last AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities
[AliiSh's solution](#)

1736.

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[AliiSh's solution](#)

1737.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, games, greedy, trees

[AliiSh's solution](#)

1738.

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, trees

[AliiSh's solution](#)

1739.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: games

[AliiSh's solution](#)

1740.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1741.

1149E

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

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs

[AliiSh's solution](#)

1742.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, graphs, math

[AliiSh's solution](#)

1743.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[AliiSh's solution](#)

1744.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[AliiSh's solution](#)

1745.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[AliiSh's solution](#)

1746.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: trees

[AliiSh's solution](#)

1747.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[AliiSh's solution](#)

1748.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[AliiSh's solution](#)

1749.

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[AliiSh's solution](#)

1750.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy

[AliiSh's solution](#)

1751.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[AliiSh's solution](#)

1752.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, trees

[AliiSh's solution](#)

1753.

1583H

[Omkar and Tours](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 3300 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, trees

[AliiSh's solution](#)

1754.

878E

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

Quality: 737 global accepts · Rating: 3300 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[AliiSh's solution](#)

1755.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2024-12-31 · last AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1756.

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[AliiSh's solution](#)

1757.

1368H2

[Breadboard Capacity \(hard version\)](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1758.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[AliiSh's solution](#)

1759.

104874D

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

Rating: — · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1760.

104874J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1761.

104874I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1762.

104874B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AliiSh's solution](#)

1763.

104874H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1764.

104874E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AliiSh's solution](#)

1765.

104874M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1766.

104874A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AliiSh's solution](#)

1767.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1768.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1769.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1770.

103202J

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

Rating: — · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1771.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1772.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1773.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1774.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1775.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1776.

103427D

[Cross the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1777.

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1778.

undefined194

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: *special

[AliiSh's solution](#)

1779.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1780.

103371B

[Cilantro](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1781.

104053K

[Middle Point Graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1782.

104922F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · last AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1783.

102483F

[Fastest Speedrun](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1784.

102220C

[Line-line Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1785.

102201F

[Fruit Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1786.

392D

[Three Arrays](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: — · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AliiSh's solution](#)

1787.

102059B

[Dev, Please Add This!](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[AliiSh's solution](#)

1788.

103439I

[Colourful Permutation Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[AliiSh's solution](#)

1789.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · last AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1790.

1952I

[Dark Matter](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, geometry

[AliiSh's solution](#)

1791.

1952H

[Palindrome](#) · [Tutorial](#)

Quality: 806 global accepts · Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, strings

[AliiSh's solution](#)

1792.

1952E

[Sweep Line](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics, games, math

[AliiSh's solution](#)

1793.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, dfs and similar, math

[AliiSh's solution](#)

1794.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[AliiSh's solution](#)

1795.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[AliiSh's solution](#)

1796.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[AliiSh's solution](#)

1797.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, schedules

[AliiSh's solution](#)

1798.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[AliiSh's solution](#)

1799.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[AliiSh's solution](#)

1800.

104197L

[Least Annoying Constructive Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1801.

104197B

[Binary Arrays and Sliding Sums](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliiSh's solution](#)

1802.

104197I

[Increasing Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliiSh's solution](#)

1803.

104197J

[Jewel of Data Structure Problems](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1804.

104197F

[F*** 3-Colorable Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1805.

104197E

[Excellent XOR Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliiSh's solution](#)

1806.

104197K

[King of Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1807.

104197D

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

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliiSh's solution](#)

1808.

104197A

[Adjacent Product Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliiSh's solution](#)

1809.

102538G

[Giant Penguin](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1810.

102006F

[Pretests](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1811.

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1812.

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1813.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliiSh's solution](#)

1814.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1815.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1816.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1817.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1818.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2024-01-15 · Text (first AC) · Tags: *special, constructive algorithms

[AliiSh's solution](#)

1819.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle

[AliiSh's solution](#)

1820.

103931B

[Bracket Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-01 · last AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1821.

101234A

[Hacker Cups and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1822.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1823.

100513A

[Nasta Rabbara](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1824.

102428J

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

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1825.

103102I

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

Rating: — · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1826.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1827.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1828.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1829.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1830.

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, matrices

[AliiSh's solution](#)

1831.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1832.

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1833.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1834.

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliiSh's solution](#)

1835.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: *special, divide and conquer, implementation, math

[AliiSh's solution](#)

1836.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics, dp, math

[AliiSh's solution](#)

1837.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[AliiSh's solution](#)

1838.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, number theory

[AliiSh's solution](#)

1839.

1812G

[Colour Vision](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: — · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[AliiSh's solution](#)

1840.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special

[AliiSh's solution](#)

1841.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · last AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[AliiSh's solution](#)

1842.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, implementation

[AliiSh's solution](#)

1843.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, geometry, math

[AliiSh's solution](#)

1844.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, math, number theory

[AliiSh's solution](#)

1845.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, strings
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1866.

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1891.

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