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Unique solved — Alpha Q

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

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

Filters: none

Count: 2,202

1.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,918 global accepts · Rating: 800 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Alpha Q's solution](#)

2.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,672 global accepts · Rating: 800 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: games

[Alpha Q's solution](#)

3.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,737 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Alpha Q's solution](#)

4.

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,985 global accepts · Rating: 800 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[Alpha Q's solution](#)

5.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Alpha Q's solution](#)

6.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,497 global accepts · Rating: 800 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Alpha Q's solution](#)

7.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,286 global accepts · Rating: 800 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Alpha Q's solution](#)

8.

2110A

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

Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Alpha Q's solution](#)

9.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,576 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Alpha Q's solution](#)

10.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,432 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Alpha_Q's solution](#)

11.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Alpha_Q's solution](#)

12.

2064A

[Brogramming Contest](#) · [Tutorial](#)

Quality: 27,100 global accepts · Rating: 800 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Alpha_Q's solution](#)

13.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[Alpha_Q's solution](#)

14.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Alpha_Q's solution](#)

15.

2055A

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Quality: 33,641 global accepts · Rating: 800 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, math
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16.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Alpha_Q's solution](#)

17.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[Alpha_Q's solution](#)

18.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[Alpha_Q's solution](#)

19.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

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20.

2034A

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theorem, math, number theory

[Alpha_Q's solution](#)

21.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Alpha_Q's solution](#)

22.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Alpha_Q's solution](#)

23.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Alpha_Q's solution](#)

24.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Alpha_Q's solution](#)

25.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Alpha_Q's solution](#)

26.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Alpha_Q's solution](#)

27.

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,665 global accepts · Rating: 800 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Alpha_Q's solution](#)

28.

2035A

[Sliding](#) · [Tutorial](#)

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

[Alpha_Q's solution](#)

29.

2027A

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Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[Alpha_Q's solution](#)

30.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,237 global accepts · Rating: 800 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Alpha_Q's solution](#)

- 31.**
2021A
[Meaning Mean](#) · [Tutorial](#)
Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
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2020A
[Find Minimum Operations](#) · [Tutorial](#)
Quality: 25,943 global accepts · Rating: 800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory
[Alpha_Q's solution](#)
- 33.**
2013A
[Zhan's Blender](#) · [Tutorial](#)
Quality: 31,231 global accepts · Rating: 800 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Alpha_Q's solution](#)
- 34.**
2004A
[Closest Point](#) · [Tutorial](#)
Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Alpha_Q's solution](#)
- 35.**
2002A
[Distanced Coloring](#) · [Tutorial](#)
Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[Alpha_Q's solution](#)
- 36.**
1998A
[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)
Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation, math
[Alpha_Q's solution](#)
- 37.**
1993A
[Question Marks](#) · [Tutorial](#)
Quality: 33,171 global accepts · Rating: 800 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Alpha_Q's solution](#)
- 38.**
1956B
[Nene and the Card Game](#) · [Tutorial](#)
Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
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- 39.**
1956A
[Nene's Game](#) · [Tutorial](#)
Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy
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- 40.**
1997A
[Strong Password](#) · [Tutorial](#)
Quality: 33,432 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
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- 41.**
1991A
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Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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42.

1996B

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Quality: 36,913 global accepts · Rating: 800 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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43.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,385 global accepts · Rating: 800 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

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44.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Alpha_Q's solution](#)

45.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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46.

1992B

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Quality: 37,957 global accepts · Rating: 800 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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47.

1992A

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Quality: 49,252 global accepts · Rating: 800 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

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48.

1983A

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Quality: 28,116 global accepts · Rating: 800 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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49.

1987A

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50.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alpha_Q's solution](#)

51.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Alpha_Q's solution](#)

- 52.**
1986A
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Quality: 47,988 global accepts · Rating: 800 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, sortings
[Alpha_Q's solution](#)
- 53.**
1984A
[Strange Splitting](#) · [Tutorial](#)
Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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- 54.**
1979A
[Guess the Maximum](#) · [Tutorial](#)
Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[Alpha_Q's solution](#)
- 55.**
1980B
[Choosing Cubes](#) · [Tutorial](#)
Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[Alpha_Q's solution](#)
- 56.**
1980A
[Problem Generator](#) · [Tutorial](#)
Quality: 47,599 global accepts · Rating: 800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[Alpha_Q's solution](#)
- 57.**
1981A
[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)
Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[Alpha_Q's solution](#)
- 58.**
1977A
[Little Nikita](#) · [Tutorial](#)
Quality: 39,201 global accepts · Rating: 800 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[Alpha_Q's solution](#)
- 59.**
1975A
[Bazoka and Mocha's Array](#) · [Tutorial](#)
Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[Alpha_Q's solution](#)
- 60.**
1969A
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Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
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- 61.**
1948A
[Special Characters](#) · [Tutorial](#)
Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
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- 62.**
1912L
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Quality: 8,598 global accepts · Rating: 800 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: strings

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63.

1929B

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64.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

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65.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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66.

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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67.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,520 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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68.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,361 global accepts · Rating: 800 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Alpha_Q's solution](#)

69.

1725A

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Quality: 10,135 global accepts · Rating: 800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: math

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70.

1060A

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Quality: 15,717 global accepts · Rating: 800 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Alpha_Q's solution](#)

71.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

72.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Alpha_Q's solution](#)

73.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,435 global accepts · Rating: 800 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alpha_Q's solution](#)

74.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Alpha_Q's solution](#)

75.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Alpha_Q's solution](#)

76.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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77.

1474A

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Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Alpha_Q's solution](#)

78.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,431 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Alpha_Q's solution](#)

79.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Alpha_Q's solution](#)

80.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Alpha_Q's solution](#)

81.

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,266 global accepts · Rating: 800 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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82.

1455A

[Strange Functions](#) · [Tutorial](#)

Quality: 27,410 global accepts · Rating: 800 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Alpha_Q's solution](#)

83.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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84.

1436A

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Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[Alpha_Q's solution](#)

85.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[Alpha_Q's solution](#)

86.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,790 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Alpha_Q's solution](#)

87.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,784 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Alpha_Q's solution](#)

88.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,063 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Alpha_Q's solution](#)

89.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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90.

1388A

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Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[Alpha_Q's solution](#)

91.

1370A

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Quality: 64,479 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

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92.

1328A

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

Quality: 131,914 global accepts · Rating: 800 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: math

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93.

1305A

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Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Alpha_Q's solution](#)

94.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2019-09-18 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

[Alpha_Q's solution](#)

95.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[Alpha_Q's solution](#)

96.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: greedy
[Alpha_Q's solution](#)

97.

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,376 global accepts · Rating: 800 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: math
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98.

1186A

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

Quality: 42,461 global accepts · Rating: 800 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: implementation
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99.

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-02 · GNU C++11 (first AC) · Tags: greedy
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100.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-21 · GNU C++11 (first AC) · Tags: implementation, strings
[Alpha_Q's solution](#)

101.

1118A

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Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: math
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102.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 800 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[Alpha_Q's solution](#)

103.

1088A

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

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms
[Alpha_Q's solution](#)

104.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: implementation
[Alpha_Q's solution](#)

105.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation, math
[Alpha_Q's solution](#)

106.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

107.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

108.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math

[Alpha_Q's solution](#)

109.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,347 global accepts · Rating: 800 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Alpha_Q's solution](#)

110.

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Alpha_Q's solution](#)

111.

818A

[Diplomas and Certificates](#) · [Tutorial](#)

Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

112.

802G1

[Fake News \(easy\)](#) · [Tutorial](#)

Quality: 8,144 global accepts · Rating: 800 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: implementation, strings

[Alpha_Q's solution](#)

113.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,775 global accepts · Rating: 800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Alpha_Q's solution](#)

114.

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,309 global accepts · Rating: 800 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

115.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory

[Alpha_Q's solution](#)

116.

750A

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

Quality: 92,559 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[Alpha_Q's solution](#)

117.

752A

[Santa Claus and a Place in a Class](#) · [Tutorial](#)

Rating: 800 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Alpha_Q's solution](#)

118.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,087 global accepts · Rating: 800 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[Alpha_Q's solution](#)

119.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: brute force, math

[Alpha_Q's solution](#)

120.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

121.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,933 global accepts · Rating: 800 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Alpha_Q's solution](#)

122.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,552 global accepts · Rating: 800 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: implementation, strings

[Alpha_Q's solution](#)

123.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,842 global accepts · Rating: 800 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Alpha_Q's solution](#)

124.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,721 global accepts · Rating: 800 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[Alpha_Q's solution](#)

125.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,828 global accepts · Rating: 800 · first AC: 2016-10-02 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[Alpha_Q's solution](#)

126.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

127.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

128.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

129.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[Alpha_Q's solution](#)

130.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2016-08-21 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

131.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,106 global accepts · Rating: 800 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

132.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,564 global accepts · Rating: 800 · first AC: 2016-08-06 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

133.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,592 global accepts · Rating: 800 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

134.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,024 global accepts · Rating: 800 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[Alpha_Q's solution](#)

135.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: greedy, implementation

[Alpha_Q's solution](#)

136.

443A

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

Quality: 112,067 global accepts · Rating: 800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Alpha_Q's solution](#)

137.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,807 global accepts · Rating: 800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

138.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,419 global accepts · Rating: 800 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Alpha_Q's solution](#)

139.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,866 global accepts · Rating: 800 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

140.

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,169 global accepts · Rating: 800 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

141.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 800 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Alpha_Q's solution](#)

142.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,624 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

143.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2016-05-11 · PyPy 2 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

144.

669A

[Little Artem and Presents](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: math

[Alpha_Q's solution](#)

145.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,671 global accepts · Rating: 800 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: math, number theory

[Alpha_Q's solution](#)

146.

658A

[Bear and Reverse Radewoosh](#) · [Tutorial](#)

Quality: 7,697 global accepts · Rating: 800 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

147.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,502 global accepts · Rating: 800 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: *special, implementation

[Alpha_Q's solution](#)

148.

71A

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

Quality: 503,306 global accepts · Rating: 800 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: strings

[Alpha_Q's solution](#)

149.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,934 global accepts · Rating: 800 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: brute force, math

[Alpha_Q's solution](#)

150.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,519 global accepts · Rating: 800 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: number theory

[Alpha_Q's solution](#)

151.

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[Alpha_Q's solution](#)

152.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,162 global accepts · Rating: 800 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: math

[Alpha_Q's solution](#)

153.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: implementation

[Alpha_Q's solution](#)

154.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,158 global accepts · Rating: 800 · first AC: 2016-01-23 · GNU C++ (first AC) · Tags: math

[Alpha_Q's solution](#)

155.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 800 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

156.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,325 global accepts · Rating: 800 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

157.

233A

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

Quality: 49,151 global accepts · Rating: 800 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

158.

231A

[Team](#) · [Tutorial](#)

Quality: 430,301 global accepts · Rating: 800 · first AC: 2016-01-18 · GNU C++11 (first AC) · Tags: brute force, greedy

[Alpha_Q's solution](#)

159.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,754 global accepts · Rating: 800 · first AC: 2016-01-08 · GNU C++ (first AC) · Tags: implementation

[Alpha_Q's solution](#)

160.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,425 global accepts · Rating: 800 · first AC: 2015-12-19 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Alpha_Q's solution](#)

161.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,257 global accepts · Rating: 800 · first AC: 2015-10-21 · Python 2 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

162.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,961 global accepts · Rating: 800 · first AC: 2015-09-28 · GNU C++ (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

163.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,129 global accepts · Rating: 800 · first AC: 2015-02-15 · GNU C++ (first AC) · Tags: brute force, implementation

[Alpha_Q's solution](#)

164.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Alpha_Q's solution](#)

165.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,930 global accepts · Rating: 800 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: implementation

[Alpha_Q's solution](#)

166.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,587 global accepts · Rating: 900 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[Alpha_Q's solution](#)

167.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,058 global accepts · Rating: 900 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Alpha_Q's solution](#)

168.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,366 global accepts · Rating: 900 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Alpha_Q's solution](#)

169.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,344 global accepts · Rating: 900 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Alpha_Q's solution](#)

170.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Alpha_Q's solution](#)

171.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,786 global accepts · Rating: 900 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Alpha_Q's solution](#)

172.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Alpha_Q's solution](#)

173.

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Alpha_Q's solution](#)

174.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Alpha_Q's solution](#)

175.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,250 global accepts · Rating: 900 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Alpha_Q's solution](#)

176.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,869 global accepts · Rating: 900 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[Alpha_Q's solution](#)

177.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,452 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Alpha_Q's solution](#)

178.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Alpha_Q's solution](#)

179.

1992C

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

Quality: 33,270 global accepts · Rating: 900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Alpha_Q's solution](#)

180.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,390 global accepts · Rating: 900 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Alpha_Q's solution](#)

181.

1879B

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

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Alpha_Q's solution](#)

182.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · last AC: 2023-04-22 · GNU C++ (first AC) · Tags: implementation

[Alpha_Q's solution](#)

183.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 900 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Alpha_Q's solution](#)

184.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, interactive

[Alpha_Q's solution](#)

185.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,831 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Alpha_Q's solution](#)

186.

1475B

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

Quality: 57,259 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Alpha_Q's solution](#)

187.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Alpha_Q's solution](#)

188.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Alpha_Q's solution](#)

189.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Alpha_Q's solution](#)

190.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[Alpha_Q's solution](#)

191.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,993 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Alpha_Q's solution](#)

192.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Alpha_Q's solution](#)

193.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

194.

1238A

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

Quality: 28,064 global accepts · Rating: 900 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: math, number theory

[Alpha_Q's solution](#)

195.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: math

[Alpha_Q's solution](#)

196.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: implementation, strings

[Alpha_Q's solution](#)

197.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: implementation, sortings

[Alpha_Q's solution](#)

198.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,952 global accepts · Rating: 900 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

199.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Alpha_Q's solution](#)

200.

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,648 global accepts · Rating: 900 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

201.

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Alpha_Q's solution](#)

202.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

203.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Alpha_Q's solution](#)

204.

768A

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

Quality: 30,843 global accepts · Rating: 900 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Alpha_Q's solution](#)

205.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

206.

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,641 global accepts · Rating: 900 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: implementation, strings

[Alpha_Q's solution](#)

207.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,891 global accepts · Rating: 900 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: implementation, strings

[Alpha_Q's solution](#)

208.

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: implementation, strings

[Alpha_Q's solution](#)

209.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,966 global accepts · Rating: 900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

210.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,342 global accepts · Rating: 900 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[Alpha_Q's solution](#)

211.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

212.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Alpha_Q's solution](#)

213.

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[Alpha_Q's solution](#)

214.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[Alpha_Q's solution](#)

215.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2016-02-10 · GNU C++ (first AC) · Tags: implementation

[Alpha_Q's solution](#)

216.

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,678 global accepts · Rating: 900 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: implementation

[Alpha_Q's solution](#)

217.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,119 global accepts · Rating: 900 · first AC: 2016-01-18 · GNU C++11 (first AC) · Tags: math

[Alpha_Q's solution](#)

218.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,488 global accepts · Rating: 900 · first AC: 2016-01-18 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Alpha_Q's solution](#)

219.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,832 global accepts · Rating: 900 · first AC: 2016-01-11 · GNU C++ (first AC) · Tags: implementation, strings

[Alpha_Q's solution](#)

220.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,218 global accepts · Rating: 900 · first AC: 2015-12-20 · GNU C++ (first AC) · Tags: math

[Alpha_Q's solution](#)

221.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,283 global accepts · Rating: 900 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

222.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: greedy

[Alpha_Q's solution](#)

223.

580A

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

Quality: 104,696 global accepts · Rating: 900 · first AC: 2015-09-22 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[Alpha_Q's solution](#)

224.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,130 global accepts · Rating: 900 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: implementation

[Alpha_Q's solution](#)

225.

2192B

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

Quality: 14,552 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Alpha_Q's solution](#)

226.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Alpha_Q's solution](#)

227.

2057B

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

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Alpha_Q's solution](#)

228.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Alpha_Q's solution](#)

229.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Alpha_Q's solution](#)

230.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,523 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Alpha_Q's solution](#)

231.

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

[Alpha_Q's solution](#)

232.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[Alpha_Q's solution](#)

233.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Alpha_Q's solution](#)

234.

1986B

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

Quality: 30,133 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[Alpha_Q's solution](#)

235.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,434 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Alpha_Q's solution](#)

236.

1975B

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

Quality: 21,073 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[Alpha_Q's solution](#)

237.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Alpha_Q's solution](#)

238.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Alpha_Q's solution](#)

239.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,264 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Alpha_Q's solution](#)

240.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Alpha_Q's solution](#)

241.

1725B

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

Quality: 28,278 global accepts · Rating: 1000 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Alpha_Q's solution](#)

242.

500A

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

Quality: 62,702 global accepts · Rating: 1000 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Alpha_Q's solution](#)

243.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2023-04-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alpha_Q's solution](#)

244.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Alpha_Q's solution](#)

245.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,893 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Alpha_Q's solution](#)

246.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Alpha_Q's solution](#)

247.

1474B

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

Quality: 40,336 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Alpha_Q's solution](#)

248.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[Alpha_Q's solution](#)

249.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Alpha_Q's solution](#)

250.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,852 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[Alpha_Q's solution](#)

251.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: greedy, math

[Alpha_Q's solution](#)

252.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms

[Alpha_Q's solution](#)

253.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[Alpha_Q's solution](#)

254.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: brute force, strings, two pointers

[Alpha_Q's solution](#)

255.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

256.

1088B

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

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: implementation, sortings

[Alpha_Q's solution](#)

257.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

258.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: implementation, strings

[Alpha_Q's solution](#)

259.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

260.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1000 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation

[Alpha_Q's solution](#)

261.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: math

[Alpha_Q's solution](#)

262.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,980 global accepts · Rating: 1000 · first AC: 2018-07-28 · GNU C++11 (first AC) · Tags: implementation, strings

[Alpha_Q's solution](#)

263.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

264.

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[Alpha_Q's solution](#)

265.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Alpha_Q's solution](#)

266.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Alpha_Q's solution](#)

267.

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2017-04-21 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, strings

[Alpha_Q's solution](#)

268.

476A

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

Quality: 51,617 global accepts · Rating: 1000 · first AC: 2017-02-21 · last AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

269.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Alpha_Q's solution](#)

270.

766B

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

Quality: 38,356 global accepts · Rating: 1000 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[Alpha_Q's solution](#)

271.

766A

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

Quality: 34,547 global accepts · Rating: 1000 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[Alpha_Q's solution](#)

272.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

273.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

274.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

275.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,775 global accepts · Rating: 1000 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: dp, greedy

[Alpha_Q's solution](#)

276.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,849 global accepts · Rating: 1000 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

277.

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Alpha_Q's solution](#)

278.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,243 global accepts · Rating: 1000 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Alpha_Q's solution](#)

279.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[Alpha_Q's solution](#)

280.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

281.

669B

[Little Artem and Grasshopper](#) · [Tutorial](#)

Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

282.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

283.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,247 global accepts · Rating: 1000 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: math

[Alpha_Q's solution](#)

284.

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[Alpha_Q's solution](#)

285.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2015-12-01 · last AC: 2016-03-09 · GNU C++ (first AC) · Tags: implementation

[Alpha_Q's solution](#)

286.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 1000 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

287.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

288.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: brute force, implementation

[Alpha_Q's solution](#)

289.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-10 · GNU C++ (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

290.

620B

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

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-01-21 · GNU C++ (first AC) · Tags: implementation

[Alpha_Q's solution](#)

291.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2016-01-11 · GNU C++ (first AC) · Tags: games, greedy

[Alpha_Q's solution](#)

292.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,558 global accepts · Rating: 1000 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: combinatorics, math

[Alpha_Q's solution](#)

293.

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,917 global accepts · Rating: 1000 · first AC: 2015-12-23 · GNU C++ (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

294.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,788 global accepts · Rating: 1000 · first AC: 2015-12-16 · PyPy 2 (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

295.

515A

[Drazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2015-10-26 · GNU C++ (first AC) · Tags: math

[Alpha_Q's solution](#)

296.

584A

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

Quality: 52,613 global accepts · Rating: 1000 · first AC: 2015-10-20 · Python 2 (first AC) · Tags: math

[Alpha_Q's solution](#)

297.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1000 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

298.

2183B

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

Quality: 16,179 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Alpha_Q's solution](#)

299.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Alpha_Q's solution](#)

300.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,752 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Alpha_Q's solution](#)

301.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,224 global accepts · Rating: 1100 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Alpha_Q's solution](#)

302.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,573 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Alpha_Q's solution](#)

303.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Alpha_Q's solution](#)

304.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Alpha_Q's solution](#)

305.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Alpha_Q's solution](#)

306.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings

[Alpha_Q's solution](#)

307.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Alpha_Q's solution](#)

308.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Alpha_Q's solution](#)

309.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Alpha_Q's solution](#)

310.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Alpha_Q's solution](#)

311.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,433 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Alpha_Q's solution](#)

312.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[Alpha_Q's solution](#)

313.

1991B

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

Quality: 18,904 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Alpha_Q's solution](#)

314.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Alpha_Q's solution](#)

315.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,022 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Alpha_Q's solution](#)

316.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

317.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Alpha_Q's solution](#)

318.

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, dp

[Alpha_Q's solution](#)

319.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Alpha_Q's solution](#)

320.

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[Alpha_Q's solution](#)

321.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,924 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Alpha_Q's solution](#)

322.

196A

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

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Alpha_Q's solution](#)

323.

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Alpha_Q's solution](#)

324.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Alpha_Q's solution](#)

325.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Alpha_Q's solution](#)

326.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Alpha_Q's solution](#)

327.

1366A

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

Quality: 32,999 global accepts · Rating: 1100 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[Alpha_Q's solution](#)

328.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[Alpha_Q's solution](#)

329.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[Alpha_Q's solution](#)

330.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation

[Alpha_Q's solution](#)

331.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Alpha_Q's solution](#)

332.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,735 global accepts · Rating: 1100 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: math

[Alpha_Q's solution](#)

333.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[Alpha_Q's solution](#)

334.

1202A

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

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[Alpha_Q's solution](#)

335.

1146B

[Hate "A" · Tutorial](#)

Quality: 9,321 global accepts · Rating: 1100 · first AC: 2019-04-21 · GNU C++11 (first AC) · Tags: implementation, strings

[Alpha_Q's solution](#)

336.

1070K

[Video Posts · Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

337.

1033B

[Square Difference · Tutorial](#)

Quality: 11,959 global accepts · Rating: 1100 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: math, number theory

[Alpha_Q's solution](#)

338.

799A

[Carrot Cakes · Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Alpha_Q's solution](#)

339.

789A

[Anastasia and pebbles · Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

340.

765B

[Code obfuscation · Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[Alpha_Q's solution](#)

341.

758B

[Blown Garland · Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory

[Alpha_Q's solution](#)

342.

755B

[PolandBall and Game · Tutorial](#)

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[Alpha_Q's solution](#)

343.

754B

[Ilya and tic-tac-toe game · Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[Alpha_Q's solution](#)

344.

733B

[Parade · Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: math

[Alpha_Q's solution](#)

345.

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings
[Alpha_Q's solution](#)

346.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: implementation, math, sortings, strings
[Alpha_Q's solution](#)

347.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: implementation
[Alpha_Q's solution](#)

348.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: implementation, math
[Alpha_Q's solution](#)

349.

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: implementation, strings
[Alpha_Q's solution](#)

350.

706B

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

Quality: 84,469 global accepts · Rating: 1100 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, dp, implementation
[Alpha_Q's solution](#)

351.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: games, math
[Alpha_Q's solution](#)

352.

686B

[Little Robber Girl's Zoo](#) · [Tutorial](#)

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings
[Alpha_Q's solution](#)

353.

682A

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

Quality: 23,994 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[Alpha_Q's solution](#)

354.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: math
[Alpha_Q's solution](#)

355.

667B

[Coat of Anticubism](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[Alpha_Q's solution](#)

356.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: geometry, math

[Alpha_Q's solution](#)

357.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[Alpha_Q's solution](#)

358.

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: greedy, math

[Alpha_Q's solution](#)

359.

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: brute force, implementation

[Alpha_Q's solution](#)

360.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Alpha_Q's solution](#)

361.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: math

[Alpha_Q's solution](#)

362.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,919 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: combinatorics, math

[Alpha_Q's solution](#)

363.

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force

[Alpha_Q's solution](#)

364.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: greedy, sortings

[Alpha_Q's solution](#)

365.

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: constructive algorithms

[Alpha_Q's solution](#)

366.

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,424 global accepts · Rating: 1100 · first AC: 2016-01-19 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

[Alpha_Q's solution](#)

367.

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,370 global accepts · Rating: 1100 · first AC: 2016-01-18 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

368.

405B

[Domino Effect](#) · [Tutorial](#)

Quality: 6,107 global accepts · Rating: 1100 · first AC: 2016-01-18 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

369.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2016-01-08 · GNU C++ (first AC) · Tags: greedy, implementation

[Alpha_Q's solution](#)

370.

596A

[Wilbur and Swimming Pool](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2016-01-08 · GNU C++ (first AC) · Tags: geometry, implementation

[Alpha_Q's solution](#)

371.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2015-12-19 · last AC: 2015-12-22 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Alpha_Q's solution](#)

372.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-24 · Python 2 (first AC) · Tags: brute force, implementation

[Alpha_Q's solution](#)

373.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2015-09-28 · GNU C++ (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

374.

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-07-14 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[Alpha_Q's solution](#)

375.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Alpha_Q's solution](#)

376.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Alpha_Q's solution](#)

377.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,139 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games,

greedy

[Alpha_Q's solution](#)

378.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,702 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Alpha_Q's solution](#)

379.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,748 global accepts · Rating: 1200 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Alpha_Q's solution](#)

380.

2048C

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

Quality: 15,145 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Alpha_Q's solution](#)

381.

2046A

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

Quality: 16,813 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Alpha_Q's solution](#)

382.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Alpha_Q's solution](#)

383.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Alpha_Q's solution](#)

384.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,671 global accepts · Rating: 1200 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Alpha_Q's solution](#)

385.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Alpha_Q's solution](#)

386.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Alpha_Q's solution](#)

387.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[Alpha_Q's solution](#)

388.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, strings

[Alpha_Q's solution](#)

389.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,869 global accepts · Rating: 1200 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Alpha_Q's solution](#)

390.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,012 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Alpha_Q's solution](#)

391.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Alpha_Q's solution](#)

392.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Alpha_Q's solution](#)

393.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Alpha_Q's solution](#)

394.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 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

[Alpha_Q's solution](#)

395.

1982B

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

Quality: 19,757 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Alpha_Q's solution](#)

396.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,187 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[Alpha_Q's solution](#)

397.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Alpha_Q's solution](#)

398.

264A

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

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[Alpha_Q's solution](#)

399.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[Alpha_Q's solution](#)

400.

1437B

[Reverse Binary Strings](#) · [Tutorial](#)

Quality: 20,853 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Alpha_Q's solution](#)

401.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[Alpha_Q's solution](#)

402.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,462 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Alpha_Q's solution](#)

403.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[Alpha_Q's solution](#)

404.

194B

[Square](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1200 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[Alpha_Q's solution](#)

405.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Alpha_Q's solution](#)

406.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[Alpha_Q's solution](#)

407.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,398 global accepts · Rating: 1200 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Alpha_Q's solution](#)

408.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

409.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,084 global accepts · Rating: 1200 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: greedy, implementation

[Alpha_Q's solution](#)

410.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[Alpha_Q's solution](#)

411.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Alpha_Q's solution](#)

412.

1214C

[Bad Sequence](#) · [Tutorial](#)

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

[Alpha_Q's solution](#)

413.

1076B

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

Quality: 14,590 global accepts · Rating: 1200 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Alpha_Q's solution](#)

414.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: greedy, strings

[Alpha_Q's solution](#)

415.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

416.

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Alpha_Q's solution](#)

417.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: greedy

[Alpha_Q's solution](#)

418.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Alpha_Q's solution](#)

419.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Alpha_Q's solution](#)

420.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: greedy, sortings

[Alpha_Q's solution](#)

421.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Alpha_Q's solution](#)

422.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Alpha_Q's solution](#)

423.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Alpha_Q's solution](#)

424.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Alpha_Q's solution](#)

425.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: math

[Alpha_Q's solution](#)

426.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,376 global accepts · Rating: 1200 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Alpha_Q's solution](#)

427.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry

[Alpha_Q's solution](#)

428.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[Alpha_Q's solution](#)

429.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Alpha_Q's solution](#)

430.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

431.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Alpha_Q's solution](#)

432.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings

[Alpha_Q's solution](#)

433.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: implementation, sortings

[Alpha_Q's solution](#)

434.

709C

[Letters Cyclic Shift](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: greedy, strings

[Alpha_Q's solution](#)

435.

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,549 global accepts · Rating: 1200 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: data structures, math

[Alpha_Q's solution](#)

436.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: sortings

[Alpha_Q's solution](#)

437.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,961 global accepts · Rating: 1200 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[Alpha_Q's solution](#)

438.

658B

[Bear and Displayed Friends](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

439.

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

440.

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math

[Alpha_Q's solution](#)

441.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Alpha_Q's solution](#)

442.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[Alpha_Q's solution](#)

443.

632A

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

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

444.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: greedy, sortings

[Alpha_Q's solution](#)

445.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Alpha_Q's solution](#)

446.

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Alpha_Q's solution](#)

447.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: math

[Alpha_Q's solution](#)

448.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Alpha_Q's solution](#)

449.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,452 global accepts · Rating: 1200 · first AC: 2016-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings

[Alpha_Q's solution](#)

450.

574A

[Bear and Elections](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1200 · first AC: 2016-01-10 · GNU C++ (first AC) · Tags: greedy, implementation

[Alpha_Q's solution](#)

451.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2016-01-08 · GNU C++ (first AC) · Tags: implementation, sortings

[Alpha_Q's solution](#)

452.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: implementation

[Alpha_Q's solution](#)

453.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,072 global accepts · Rating: 1200 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

454.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2015-06-17 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Alpha_Q's solution](#)

455.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,334 global accepts · Rating: 1200 · first AC: 2015-02-14 · last AC: 2015-02-15 · Python 2 (first AC) · Tags: greedy, implementation

[Alpha_Q's solution](#)

456.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,058 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Alpha_Q's solution](#)

457.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,017 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Alpha_Q's solution](#)

458.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, two pointers

[Alpha_Q's solution](#)

459.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,207 global accepts · Rating: 1300 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Alpha_Q's solution](#)

460.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Alpha_Q's solution](#)

461.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[Alpha_Q's solution](#)

462.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Alpha_Q's solution](#)

463.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Alpha_Q's solution](#)

464.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Alpha_Q's solution](#)

465.

2023A

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

Quality: 16,570 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Alpha_Q's solution](#)

466.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1300 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Alpha_Q's solution](#)

467.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Alpha_Q's solution](#)

468.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Alpha_Q's solution](#)

469.

1988C

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

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Alpha_Q's solution](#)

470.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Alpha_Q's solution](#)

471.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Alpha_Q's solution](#)

472.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,437 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Alpha_Q's solution](#)

473.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,096 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

[Alpha_Q's solution](#)

474.

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

[Alpha_Q's solution](#)

475.

1879C

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

Quality: 27,117 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[Alpha_Q's solution](#)

476.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

477.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[Alpha_Q's solution](#)

478.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2023-04-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alpha_Q's solution](#)

479.

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Alpha_Q's solution](#)

480.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[Alpha_Q's solution](#)

481.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[Alpha_Q's solution](#)

482.

1425H

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

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Alpha_Q's solution](#)

483.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Alpha_Q's solution](#)

484.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Alpha_Q's solution](#)

485.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Alpha_Q's solution](#)

486.

1381A1

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

Quality: 21,724 global accepts · Rating: 1300 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings

[Alpha_Q's solution](#)

487.

1364B

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

Quality: 26,186 global accepts · Rating: 1300 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: greedy, two pointers

[Alpha_Q's solution](#)

488.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,961 global accepts · Rating: 1300 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: math, two pointers

[Alpha_Q's solution](#)

489.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,846 global accepts · Rating: 1300 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Alpha_Q's solution](#)

490.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[Alpha_Q's solution](#)

491.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[Alpha_Q's solution](#)

492.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: greedy

[Alpha_Q's solution](#)

493.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,780 global accepts · Rating: 1300 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers

[Alpha_Q's solution](#)

494.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,903 global accepts · Rating: 1300 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: greedy, sortings

[Alpha_Q's solution](#)

495.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2019-09-18 · GNU C++11 (first AC) · Tags: games, greedy, strings

[Alpha_Q's solution](#)

496.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · GNU C++11 (first AC) · Tags: math, number theory

[Alpha_Q's solution](#)

497.

1209B

[Koala and Lights](#) · [Tutorial](#)

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

[Alpha_Q's solution](#)

498.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,681 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: dp, strings

[Alpha_Q's solution](#)

499.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,227 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[Alpha_Q's solution](#)

500.

1194C

[From S To T](#) · [Tutorial](#)

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

[Alpha_Q's solution](#)

501.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

502.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: combinatorics, math, strings

[Alpha_Q's solution](#)

503.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,309 global accepts · Rating: 1300 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[Alpha_Q's solution](#)

504.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: binary search, math

[Alpha_Q's solution](#)

505.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1300 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: greedy

[Alpha_Q's solution](#)

506.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Alpha_Q's solution](#)

507.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: greedy

[Alpha_Q's solution](#)

508.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Alpha_Q's solution](#)

509.

889A

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

Rating: 1300 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[Alpha_Q's solution](#)

510.

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[Alpha_Q's solution](#)

511.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2017-04-21 · GNU C++ (first AC) · Tags: brute force, dp, strings

[Alpha_Q's solution](#)

512.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Alpha_Q's solution](#)

513.

476B

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

Quality: 37,027 global accepts · Rating: 1300 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[Alpha_Q's solution](#)

514.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive,

trees

[Alpha_Q's solution](#)

515.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: geometry, implementation

[Alpha_Q's solution](#)

516.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

517.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Alpha_Q's solution](#)

518.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,004 global accepts · Rating: 1300 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: greedy, two pointers

[Alpha_Q's solution](#)

519.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-21 · GNU C++11 (first AC) · Tags: graphs

[Alpha_Q's solution](#)

520.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,836 global accepts · Rating: 1300 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: binary search, implementation, math, number theory

[Alpha_Q's solution](#)

521.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: brute force

[Alpha_Q's solution](#)

522.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation, sortings

[Alpha_Q's solution](#)

523.

659B

[Qualifying Contest](#) · [Tutorial](#)

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Alpha_Q's solution](#)

524.

653B

[Bear and Compressing](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

[Alpha_Q's solution](#)

525.

519C

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

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[Alpha_Q's solution](#)

526.

4C

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

Quality: 108,161 global accepts · Rating: 1300 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation

[Alpha_Q's solution](#)

527.

635B

[Island Puzzle](#) · [Tutorial](#)

Rating: 1300 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

528.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Alpha_Q's solution](#)

529.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: greedy, strings

[Alpha_Q's solution](#)

530.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: dp

[Alpha_Q's solution](#)

531.

298A

[Snow Footprints](#) · [Tutorial](#)

Quality: 11,660 global accepts · Rating: 1300 · first AC: 2016-02-17 · last AC: 2016-02-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[Alpha_Q's solution](#)

532.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[Alpha_Q's solution](#)

533.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Alpha_Q's solution](#)

534.

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: combinatorics, implementation

[Alpha_Q's solution](#)

535.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 1300 · first AC: 2016-01-23 · GNU C++ (first AC) · Tags: combinatorics

[Alpha_Q's solution](#)

536.

574C

[Bear and Poker](#) · [Tutorial](#)

Rating: 1300 · first AC: 2016-01-10 · GNU C++ (first AC) · Tags: math, number theory

[Alpha_Q's solution](#)

537.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2015-12-27 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Alpha_Q's solution](#)

538.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,993 global accepts · Rating: 1300 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: math

[Alpha_Q's solution](#)

539.

2190B1

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

Quality: 10,680 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Alpha_Q's solution](#)

540.

2084C

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

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

[Alpha_Q's solution](#)

541.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Alpha_Q's solution](#)

542.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,986 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Alpha_Q's solution](#)

543.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,924 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy, sortings

[Alpha_Q's solution](#)

544.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Alpha_Q's solution](#)

545.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[Alpha_Q's solution](#)

546.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,174 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[Alpha_Q's solution](#)

547.

2035C

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

Quality: 11,531 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Alpha_Q's solution](#)

548.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,299 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Alpha_Q's solution](#)

549.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[Alpha_Q's solution](#)

550.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

551.

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[Alpha_Q's solution](#)

552.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Alpha_Q's solution](#)

553.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[Alpha_Q's solution](#)

554.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Alpha_Q's solution](#)

555.

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, math

[Alpha_Q's solution](#)

556.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: games

[Alpha_Q's solution](#)

557.

1929C

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

Quality: 17,286 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

[Alpha_Q's solution](#)

558.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,550 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

[Alpha_Q's solution](#)

559.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Alpha_Q's solution](#)

560.

111A

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

Quality: 5,173 global accepts · Rating: 1400 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Alpha_Q's solution](#)

561.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,510 global accepts · Rating: 1400 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Alpha_Q's solution](#)

562.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Alpha_Q's solution](#)

563.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[Alpha_Q's solution](#)

564.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,209 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[Alpha_Q's solution](#)

565.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1400 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: data structures, implementation

[Alpha_Q's solution](#)

566.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[Alpha_Q's solution](#)

567.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Alpha_Q's solution](#)

568.

1425A

[Arena of Greed](#) · [Tutorial](#)

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

[Alpha_Q's solution](#)

569.

1425F

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

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[Alpha_Q's solution](#)

570.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Alpha_Q's solution](#)

571.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[Alpha_Q's solution](#)

572.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Alpha_Q's solution](#)

573.

1365C

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

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Alpha_Q's solution](#)

574.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,132 global accepts · Rating: 1400 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: implementation, strings

[Alpha_Q's solution](#)

575.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Alpha_Q's solution](#)

576.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[Alpha_Q's solution](#)

577.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: greedy, strings

[Alpha_Q's solution](#)

578.

1214A

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

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

[Alpha_Q's solution](#)

579.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,244 global accepts · Rating: 1400 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[Alpha_Q's solution](#)

580.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Alpha_Q's solution](#)

581.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Alpha_Q's solution](#)

582.

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Alpha_Q's solution](#)

583.

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 1400 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Alpha_Q's solution](#)

584.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Alpha_Q's solution](#)

585.

804B

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

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[Alpha_Q's solution](#)

586.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: 1400 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Alpha_Q's solution](#)

587.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Alpha_Q's solution](#)

588.

752C

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

Rating: 1400 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: greedy, shortest paths

[Alpha_Q's solution](#)

589.

714C

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

Rating: 1400 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[Alpha_Q's solution](#)

590.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Alpha_Q's solution](#)

591.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,058 global accepts · Rating: 1400 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

592.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

593.

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: brute force, dp

[Alpha_Q's solution](#)

594.

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, implementation, math, strings

[Alpha_Q's solution](#)

595.

689A

[Mike and Cellphone](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Alpha_Q's solution](#)

596.

680C

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

Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Alpha_Q's solution](#)

597.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

598.

270B

[Multithreading](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 1400 · first AC: 2016-05-28 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[Alpha_Q's solution](#)

599.

675B

[Restoring Painting](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[Alpha_Q's solution](#)

600.

669C

[Little Artem and Matrix](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[Alpha_Q's solution](#)

601.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,188 global accepts · Rating: 1400 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory
[Alpha_Q's solution](#)

602.

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: 1400 · first AC: 2015-12-01 · last AC: 2016-03-09 · GNU C++ (first AC) · Tags: binary search, greedy
[Alpha_Q's solution](#)

603.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings
[Alpha_Q's solution](#)

604.

632B

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

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms
[Alpha_Q's solution](#)

605.

515C

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

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: greedy, math, sortings
[Alpha_Q's solution](#)

606.

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, games
[Alpha_Q's solution](#)

607.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: greedy
[Alpha_Q's solution](#)

608.

489C

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

Quality: 51,682 global accepts · Rating: 1400 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[Alpha_Q's solution](#)

609.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1400 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: greedy, sortings
[Alpha_Q's solution](#)

610.

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,295 global accepts · Rating: 1400 · first AC: 2016-01-14 · GNU C++ (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

611.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Alpha_Q's solution](#)

612.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Alpha_Q's solution](#)

613.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,548 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[Alpha_Q's solution](#)

614.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[Alpha_Q's solution](#)

615.

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Alpha_Q's solution](#)

616.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Alpha_Q's solution](#)

617.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Alpha_Q's solution](#)

618.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[Alpha_Q's solution](#)

619.

1997D

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

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Alpha_Q's solution](#)

620.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,605 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[Alpha_Q's solution](#)

621.

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special

[Alpha_Q's solution](#)

622.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,899 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Alpha_Q's solution](#)

623.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Alpha_Q's solution](#)

624.

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Alpha_Q's solution](#)

625.

1898B

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

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Alpha_Q's solution](#)

626.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[Alpha_Q's solution](#)

627.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2023-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Alpha_Q's solution](#)

628.

1159C

[The Party and Sweets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Alpha_Q's solution](#)

629.

611C

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

Quality: 9,036 global accepts · Rating: 1500 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Alpha_Q's solution](#)

630.

553A

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

Quality: 9,832 global accepts · Rating: 1500 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Alpha_Q's solution](#)

631.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[Alpha_Q's solution](#)

632.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,555 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Alpha_Q's solution](#)

633.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Alpha_Q's solution](#)

634.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Alpha_Q's solution](#)

635.

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Alpha_Q's solution](#)

636.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Alpha_Q's solution](#)

637.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,670 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics

[Alpha_Q's solution](#)

638.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Alpha_Q's solution](#)

639.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Alpha_Q's solution](#)

640.

1418C

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

Quality: 28,140 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Alpha_Q's solution](#)

641.

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Alpha_Q's solution](#)

642.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Alpha_Q's solution](#)

643.

1366C

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

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

[Alpha_Q's solution](#)

644.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,346 global accepts · Rating: 1500 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: greedy, math

[Alpha_Q's solution](#)

645.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,862 global accepts · Rating: 1500 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Alpha_Q's solution](#)

646.

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Alpha_Q's solution](#)

647.

1242A

[Tile Painting](#) · [Tutorial](#)

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

[Alpha_Q's solution](#)

648.

1209C

[Paint the Digits](#) · [Tutorial](#)

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

[Alpha_Q's solution](#)

649.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,475 global accepts · Rating: 1500 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: greedy, math

[Alpha_Q's solution](#)

650.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Alpha_Q's solution](#)

651.

1179A

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

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: data structures, implementation

[Alpha_Q's solution](#)

652.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs

[Alpha_Q's solution](#)

653.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Alpha_Q's solution](#)

654.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Alpha_Q's solution](#)

655.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: greedy

[Alpha_Q's solution](#)

656.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[Alpha_Q's solution](#)

657.

1054C

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

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Alpha_Q's solution](#)

658.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: greedy

[Alpha_Q's solution](#)

659.

960B

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

Quality: 12,395 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Alpha_Q's solution](#)

660.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1500 · first AC: 2018-03-19 · last AC: 2018-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[Alpha_Q's solution](#)

661.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[Alpha_Q's solution](#)

662.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Alpha_Q's solution](#)

663.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,935 global accepts · Rating: 1500 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Alpha_Q's solution](#)

664.

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,876 global accepts · Rating: 1500 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

665.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Alpha_Q's solution](#)

666.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Alpha_Q's solution](#)

667.

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[Alpha_Q's solution](#)

668.

790A

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Alpha_Q's solution](#)

669.

752B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[Alpha_Q's solution](#)

670.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[Alpha_Q's solution](#)

671.

746D

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

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Alpha_Q's solution](#)

672.

743C

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

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Alpha_Q's solution](#)

673.

577C

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

Rating: 1500 · first AC: 2016-09-26 · GNU C++11 (first AC) · Tags: implementation, number theory

[Alpha_Q's solution](#)

674.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Alpha_Q's solution](#)

675.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Alpha_Q's solution](#)

676.

707C

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

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-08-21 · GNU C++11 (first AC) · Tags: math, number theory

[Alpha_Q's solution](#)

677.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math

[Alpha_Q's solution](#)

678.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,796 global accepts · Rating: 1500 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, strings, two pointers

[Alpha_Q's solution](#)

679.

697C

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[Alpha_Q's solution](#)

680.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[Alpha_Q's solution](#)

681.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[Alpha_Q's solution](#)

682.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

683.

550C

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

Quality: 32,140 global accepts · Rating: 1500 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: brute force, dp, math

[Alpha_Q's solution](#)

684.

576A

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

Quality: 15,930 global accepts · Rating: 1500 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: math, number theory

[Alpha_Q's solution](#)

685.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,877 global accepts · Rating: 1500 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: dp, greedy

[Alpha_Q's solution](#)

686.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,983 global accepts · Rating: 1500 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: dp

[Alpha_Q's solution](#)

687.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,467 global accepts · Rating: 1500 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Alpha_Q's solution](#)

688.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-01-21 · GNU C++ (first AC) · Tags: greedy

[Alpha_Q's solution](#)

689.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-01-14 · Python 2 (first AC) · Tags: brute force, implementation

[Alpha_Q's solution](#)

690.

574B

[Bear and Three Musketeers](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2016-01-10 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Alpha_Q's solution](#)

691.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,463 global accepts · Rating: 1500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: combinatorics, strings

[Alpha_Q's solution](#)

692.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2015-12-19 · GNU C++ (first AC) · Tags: implementation, math

[Alpha_Q's solution](#)

693.

588C

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

Rating: 1500 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: —

[Alpha_Q's solution](#)

694.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Alpha_Q's solution](#)

695.

2061D

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

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[Alpha_Q's solution](#)

696.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,961 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[Alpha_Q's solution](#)

697.

2048D

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

Quality: 8,311 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

[Alpha_Q's solution](#)

698.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,241 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Alpha_Q's solution](#)

699.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[Alpha_Q's solution](#)

700.

2046B

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

Quality: 10,869 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Alpha_Q's solution](#)

701.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Alpha_Q's solution](#)

702.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,983 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[Alpha_Q's solution](#)

703.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Alpha_Q's solution](#)

704.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Alpha_Q's solution](#)

705.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures,

implementation, math

[Alpha_Q's solution](#)

706.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,541 global accepts · Rating: 1600 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[Alpha_Q's solution](#)

707.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Alpha_Q's solution](#)

708.

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special

[Alpha_Q's solution](#)

709.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

710.

1910C

[Poisonous Swamp](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[Alpha_Q's solution](#)

711.

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[Alpha_Q's solution](#)

712.

1904D1

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

Quality: 8,622 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Alpha_Q's solution](#)

713.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1600 · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Alpha_Q's solution](#)

714.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Alpha_Q's solution](#)

715.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Alpha_Q's solution](#)

716.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Alpha_Q's solution](#)

717.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Alpha_Q's solution](#)

718.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[Alpha_Q's solution](#)

719.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2023-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Alpha_Q's solution](#)

720.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, number theory

[Alpha_Q's solution](#)

721.

1475E

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

Quality: 17,672 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[Alpha_Q's solution](#)

722.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: brute force, implementation

[Alpha_Q's solution](#)

723.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[Alpha_Q's solution](#)

724.

1437D

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

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

[Alpha_Q's solution](#)

725.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Alpha_Q's solution](#)

726.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Alpha_Q's solution](#)

727.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,625 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Alpha_Q's solution](#)

728.

1373D

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

Quality: 17,668 global accepts · Rating: 1600 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Alpha_Q's solution](#)

729.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[Alpha_Q's solution](#)

730.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,080 global accepts · Rating: 1600 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: games, trees

[Alpha_Q's solution](#)

731.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1600 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[Alpha_Q's solution](#)

732.

1336A

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

Quality: 24,669 global accepts · Rating: 1600 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Alpha_Q's solution](#)

733.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Alpha_Q's solution](#)

734.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Alpha_Q's solution](#)

735.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory

[Alpha_Q's solution](#)

736.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[Alpha_Q's solution](#)

737.

1251C

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

Quality: 14,337 global accepts · Rating: 1600 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: greedy, two pointers

[Alpha_Q's solution](#)

738.

1238C

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

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: dp, greedy, math

[Alpha_Q's solution](#)

739.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[Alpha_Q's solution](#)

740.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: sortings, two pointers

[Alpha_Q's solution](#)

741.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1600 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings

[Alpha_Q's solution](#)

742.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-02 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers

[Alpha_Q's solution](#)

743.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: dp, implementation

[Alpha_Q's solution](#)

744.

1096C

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

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: brute force, geometry

[Alpha_Q's solution](#)

745.

1056D

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Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

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746.

1056B

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747.

1062C

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748.

1033C

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749.

1045I

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750.

1028C

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751.

1025C

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752.

1025B

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980B

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754.

966A

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755.

952C

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757.

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758.

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860B

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761.

856A

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762.

830B

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763.

818B

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Quality: 3,225 global accepts · Rating: 1600 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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764.

793B

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765.

789C

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766.

785C

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782B

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768.

781A

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769.

476C

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773.

746C

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793.

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806.

2029C

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2027D1

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813.

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814.

1984C2

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816.

1970C2

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817.

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1948D

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1906M

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821.

321A

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1879D

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823.

778A

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590A

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825.

737B

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737A

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827.

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1772E

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1776F

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831.

1765D

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832.

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1473D

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1468D

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836.

1468F

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837.

1453C

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1406C

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839.

1381A2

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840.

1365D

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841.

1361A

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842.

1336B

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843.

1333C

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1332D

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846.

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847.

1229A

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1209D

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

[Alpha_Q's solution](#)

849.

1202B

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

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: brute force, dp, shortest paths

[Alpha_Q's solution](#)

850.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: games, math

[Alpha_Q's solution](#)

851.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-02 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Alpha_Q's solution](#)

852.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-21 · GNU C++11 (first AC) · Tags: bitmasks, graphs, interactive

[Alpha_Q's solution](#)

853.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: brute force, math

[Alpha_Q's solution](#)

854.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: sortings, two pointers

[Alpha_Q's solution](#)

855.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[Alpha_Q's solution](#)

856.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy

[Alpha_Q's solution](#)

857.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,103 global accepts · Rating: 1700 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Alpha_Q's solution](#)

858.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[Alpha_Q's solution](#)

859.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: games, greedy

[Alpha_Q's solution](#)

860.

966B

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

Rating: 1700 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[Alpha_Q's solution](#)

861.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Alpha_Q's solution](#)

862.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Alpha_Q's solution](#)

863.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[Alpha_Q's solution](#)

864.

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

865.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Alpha_Q's solution](#)

866.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings

[Alpha_Q's solution](#)

867.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Alpha_Q's solution](#)

868.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Alpha_Q's solution](#)

869.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-21 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[Alpha_Q's solution](#)

870.

789B

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

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Alpha_Q's solution](#)

871.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, math

[Alpha_Q's solution](#)

872.

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, strings

[Alpha_Q's solution](#)

873.

759A

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

Rating: 1700 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Alpha_Q's solution](#)

874.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, implementation, math

[Alpha_Q's solution](#)

875.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[Alpha_Q's solution](#)

876.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Alpha_Q's solution](#)

877.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: implementation

[Alpha_Q's solution](#)

878.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[Alpha_Q's solution](#)

879.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp

[Alpha_Q's solution](#)

880.

697D

[Puzzles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

881.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math

[Alpha_Q's solution](#)

882.

686C

[Robbers' watch](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math

[Alpha_Q's solution](#)

883.

678D

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

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: math, number theory

[Alpha_Q's solution](#)

884.

489D

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

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[Alpha_Q's solution](#)

885.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,203 global accepts · Rating: 1700 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[Alpha_Q's solution](#)

886.

339D

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

Quality: 32,551 global accepts · Rating: 1700 · first AC: 2016-03-27 · last AC: 2016-03-27 · GNU C++11 (first AC) · Tags: data structures, trees

[Alpha_Q's solution](#)

887.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2016-03-24 · last AC: 2016-03-24 · GNU C++11 (first AC) · Tags: dp

[Alpha_Q's solution](#)

888.

632C

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

Quality: 10,434 global accepts · Rating: 1700 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: sortings, strings

[Alpha_Q's solution](#)

889.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,891 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Alpha_Q's solution](#)

890.

298C

[Parity Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[Alpha_Q's solution](#)

891.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: combinatorics, math, number theory, probabilities

[Alpha_Q's solution](#)

892.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-01-24 · last AC: 2016-01-24 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Alpha_Q's solution](#)

893.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Alpha_Q's solution](#)

894.

2196C1

[Interactive Graph \(Simple Version\) · Tutorial](#)

Quality: 3,595 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Alpha_Q's solution](#)

895.

2121F

[Yamakasi · Tutorial](#)

Quality: 8,126 global accepts · Rating: 1800 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[Alpha_Q's solution](#)

896.

2032D

[Genokraken · Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Alpha_Q's solution](#)

897.

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

[Alpha_Q's solution](#)

898.

2022C

[Gerrymandering · Tutorial](#)

Quality: 6,413 global accepts · Rating: 1800 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Alpha_Q's solution](#)

899.

2020D

[Connect the Dots · Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Alpha_Q's solution](#)

900.

1995C

[Squaring · Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Alpha_Q's solution](#)

901.

1990D

[Grid Puzzle · Tutorial](#)

Quality: 7,720 global accepts · Rating: 1800 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[Alpha_Q's solution](#)

902.

1987D

[World is Mine · Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Alpha_Q's solution](#)

903.

1979D

[Fixing a Binary String · Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Alpha_Q's solution](#)

904.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Alpha_Q's solution](#)

905.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Alpha_Q's solution](#)

906.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Alpha_Q's solution](#)

907.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1800 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Alpha_Q's solution](#)

908.

1910D

[Remove and Add](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 1800 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[Alpha_Q's solution](#)

909.

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

[Alpha_Q's solution](#)

910.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1800 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Alpha_Q's solution](#)

911.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Alpha_Q's solution](#)

912.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[Alpha_Q's solution](#)

913.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Alpha_Q's solution](#)

914.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[Alpha_Q's solution](#)

915.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Alpha_Q's solution](#)

916.

933A

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

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Alpha_Q's solution](#)

917.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Alpha_Q's solution](#)

918.

1666C

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

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[Alpha_Q's solution](#)

919.

1505D

[Xenolith? Hippodrome?](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, number theory

[Alpha_Q's solution](#)

920.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, greedy, implementation, shortest paths

[Alpha_Q's solution](#)

921.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[Alpha_Q's solution](#)

922.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,906 global accepts · Rating: 1800 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[Alpha_Q's solution](#)

923.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Alpha_Q's solution](#)

924.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Alpha_Q's solution](#)

925.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Alpha_Q's solution](#)

926.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp

[Alpha_Q's solution](#)

927.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Alpha_Q's solution](#)

928.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Alpha_Q's solution](#)

929.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Alpha_Q's solution](#)

930.

1327E

[Count The Blocks](#) · [Tutorial](#)

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

[Alpha_Q's solution](#)

931.

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Alpha_Q's solution](#)

932.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[Alpha_Q's solution](#)

933.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms

[Alpha_Q's solution](#)

934.

1179B

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

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: constructive algorithms

[Alpha_Q's solution](#)

935.

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-02 · GNU C++11 (first AC) · Tags: greedy, sortings

[Alpha_Q's solution](#)

936.

1109B

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

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: constructive algorithms, hashing, strings

[Alpha_Q's solution](#)

937.

478C

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

Quality: 20,594 global accepts · Rating: 1800 · first AC: 2019-02-08 · Python 3 (first AC) · Tags: greedy

[Alpha_Q's solution](#)

938.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: dp

[Alpha_Q's solution](#)

939.

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,171 global accepts · Rating: 1800 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, math

[Alpha_Q's solution](#)

940.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: binary search, two pointers

[Alpha_Q's solution](#)

941.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: number theory

[Alpha_Q's solution](#)

942.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: number theory

[Alpha_Q's solution](#)

943.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: math, number theory

[Alpha_Q's solution](#)

944.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, probabilities

[Alpha_Q's solution](#)

945.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[Alpha_Q's solution](#)

946.

863D

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

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Alpha_Q's solution](#)

947.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Alpha_Q's solution](#)

948.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Alpha_Q's solution](#)

949.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Alpha_Q's solution](#)

950.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: constructive algorithms

[Alpha_Q's solution](#)

951.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Alpha_Q's solution](#)

952.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

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953.

802A2

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Quality: 1,343 global accepts · Rating: 1800 · first AC: 2017-05-28 · Java 8 (first AC) · Tags: data structures, greedy

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954.

802A1

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Quality: 1,602 global accepts · Rating: 1800 · first AC: 2017-05-28 · last AC: 2017-05-28 · Java 8 (first AC) · Tags: greedy

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955.

799C

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Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures,

implementation

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956.

800A

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Rating: 1800 · first AC: 2017-04-17 · GNU C++ (first AC) · Tags: binary search, greedy

[Alpha_Q's solution](#)

957.

800B

[Volatile Kite](#) · [Tutorial](#)

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958.

776C

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959.

220B

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960.

768C

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961.

747D

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962.

743D

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730B

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965.

733C

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966.

482B

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967.

688D

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968.

669D

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969.

448D

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970.

604D

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971.

2190B2

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972.

2064D

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973.

2052E

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974.

2040D

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975.

2038G

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Quality: 2,957 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive
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976.

2029D

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977.

2026D

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978.

2021C2

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Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Alpha_Q's solution](#)

979.

2018B

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980.

1991D

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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

[Alpha_Q's solution](#)

981.

1991E

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982.

1996F

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983.

1994D

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984.

1992F

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985.

1986F

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1980F1

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[Alpha_Q's solution](#)

987.

1977C

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1958E

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989.

1970G1

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990.

1970B1

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991.

1970C3

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1969D

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993.

1949C

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994.

1938C

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995.

1912A

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996.

1912D

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997.

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1774E

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999.

1906E

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1000.

1898D

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1001.

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1002.

1878F

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1003.

1801C

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1866C

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1005.

111B

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1060D

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1007.

737C

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Rating: 1900 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

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1008.

500D

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1009.

553B

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1010.

536B

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1011.

536A

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1012.

1063C

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1799D1

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1014.

1773K

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1016.

1475F

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1475G

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1018.

1467C

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1019.

1453D

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1020.

1285D

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1375D

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1365E

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1361B

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1024.

1328E

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1036C

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1026.

1305D

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1027.

1242B

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1251D

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1029.

1237C2

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1238D

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1220D

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1032.

1214D

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

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1033.

1208D

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Quality: 5,461 global accepts · Rating: 1900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation

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1034.

1202D

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Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, strings

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1035.

1178E

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Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Alpha_Q's solution](#)

1036.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: hashing, implementation, strings

[Alpha_Q's solution](#)

1037.

1092F

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Quality: 10,845 global accepts · Rating: 1900 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

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1038.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: interactive, trees

[Alpha_Q's solution](#)

1039.

1043E

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

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Alpha_Q's solution](#)

1040.

1067A

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Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: dp

[Alpha_Q's solution](#)

1041.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[Alpha_Q's solution](#)

1042.

633C

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Quality: 3,376 global accepts · Rating: 1900 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

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1043.

952B

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Quality: 2,116 global accepts · Rating: 1900 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, interactive

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1044.

319B

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Quality: 4,746 global accepts · Rating: 1900 · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Alpha_Q's solution](#)

1045.

866B

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Rating: 1900 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Alpha_Q's solution](#)

1046.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, math

[Alpha_Q's solution](#)

1047.

818E

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Quality: 2,680 global accepts · Rating: 1900 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, number theory, two pointers

[Alpha_Q's solution](#)

1048.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 1900 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Alpha_Q's solution](#)

1049.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Alpha_Q's solution](#)

1050.

476D

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

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Alpha_Q's solution](#)

1051.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Alpha_Q's solution](#)

1052.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Alpha_Q's solution](#)

1053.

660D

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Quality: 4,739 global accepts · Rating: 1900 · first AC: 2016-04-20 · last AC: 2016-08-30 · GNU C++11 (first AC) · Tags: geometry

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1054.

711D

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Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

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1055.

702D

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Quality: 3,736 global accepts · Rating: 1900 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: math

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1056.

700A

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1057.

691E

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[Alpha_Q's solution](#)

1058.

651D

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1059.

2201C

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Quality: 1,994 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

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1060.

2172I

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Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-12-03 · last AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

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1061.

2096D

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Quality: 5,604 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Alpha_Q's solution](#)

1062.

2061E

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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

[Alpha_Q's solution](#)

1063.

2057D

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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

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1064.

2052J

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Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

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1065.

2041M

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[Alpha_Q's solution](#)

1066.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

[Alpha_Q's solution](#)

1067.

2020E

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Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[Alpha_Q's solution](#)

1068.

1994E

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Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[Alpha_Q's solution](#)

1069.

1992G

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Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Alpha_Q's solution](#)

1070.

1987E

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

[Alpha_Q's solution](#)

1071.

1984D

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Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Alpha_Q's solution](#)

1072.

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, combinatorics

[Alpha_Q's solution](#)

1073.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2000 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

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1074.

555B

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[Alpha_Q's solution](#)

1075.

1910F

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Quality: 219 global accepts · Rating: 2000 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy, trees

[Alpha_Q's solution](#)

1076.

1725C

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Quality: 1,947 global accepts · Rating: 2000 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[Alpha_Q's solution](#)

1077.

1862G

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Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[Alpha_Q's solution](#)

1078.

1060E

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Quality: 3,501 global accepts · Rating: 2000 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Alpha_Q's solution](#)

1079.

896B

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Quality: 2,297 global accepts · Rating: 2000 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[Alpha_Q's solution](#)

1080.

611D

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Quality: 2,745 global accepts · Rating: 2000 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[Alpha_Q's solution](#)

1081.

933B

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Quality: 2,055 global accepts · Rating: 2000 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[Alpha_Q's solution](#)

1082.

264C

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Quality: 3,277 global accepts · Rating: 2000 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Alpha_Q's solution](#)

1083.

1772F

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Quality: 2,805 global accepts · Rating: 2000 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[Alpha_Q's solution](#)

1084.

842C

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1085.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,683 global accepts · Rating: 2000 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Alpha_Q's solution](#)

1086.

1391D

[505](#) · [Tutorial](#)

Quality: 5,770 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Alpha_Q's solution](#)

1087.

1370D

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Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Alpha_Q's solution](#)

1088.

1366D

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Quality: 12,348 global accepts · Rating: 2000 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Alpha_Q's solution](#)

1089.

1349C

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Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Alpha_Q's solution](#)

1090.

1349B

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Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
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1091.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation
[Alpha_Q's solution](#)

1092.

1240B

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Rating: 2000 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: dp, two pointers
[Alpha_Q's solution](#)

1093.

1229B

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Rating: 2000 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees
[Alpha_Q's solution](#)

1094.

1209G1

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Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers
[Alpha_Q's solution](#)

1095.

1209E1

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

1096.

1214E

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Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees
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1097.

1198C

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Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[Alpha_Q's solution](#)

1098.

1161C

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Rating: 2000 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: games
[Alpha_Q's solution](#)

1099.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

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[Alpha_Q's solution](#)

1100.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Alpha_Q's solution](#)

1101.

1092E

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Quality: 1,985 global accepts · Rating: 2000 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Alpha_Q's solution](#)

1102.

1088D

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Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[Alpha_Q's solution](#)

1103.

1070C

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Quality: 2,296 global accepts · Rating: 2000 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: data structures, greedy

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1104.

1033D

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Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: interactive, math, number theory

[Alpha_Q's solution](#)

1105.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2018-09-01 · GNU C++11 (first AC) · Tags: dp, trees

[Alpha_Q's solution](#)

1106.

952E

[Cheese Board](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2000 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Alpha_Q's solution](#)

1107.

889B

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Rating: 2000 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, strings

[Alpha_Q's solution](#)

1108.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 2000 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Alpha_Q's solution](#)

1109.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: dp, matrices

[Alpha_Q's solution](#)

1110.

478D

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Quality: 7,142 global accepts · Rating: 2000 · first AC: 2017-08-15 · last AC: 2017-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Alpha_Q's solution](#)

1111.

806B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Alpha_Q's solution](#)

1112.

776D

[The Door Problem](#) · [Tutorial](#)

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1113.

758D

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Quality: 2,935 global accepts · Rating: 2000 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

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1114.

755D

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1115.

730I

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1116.

721D

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[Alpha_Q's solution](#)

1117.

697E

[PLEASE](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Alpha_Q's solution](#)

1118.

2192E

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Quality: 2,081 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

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1119.

2183E

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Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

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1120.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Alpha_Q's solution](#)

1121.

2061F1

[Kevin and Binary String \(Easy Version\) · Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Alpha_Q's solution](#)

1122.

2052D

[DAG Serialization · Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[Alpha_Q's solution](#)

1123.

2040E

[Control of Randomness · Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[Alpha_Q's solution](#)

1124.

2038K

[Grid Walk · Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Alpha_Q's solution](#)

1125.

2038B

[Make It Equal · Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Alpha_Q's solution](#)

1126.

2029E

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Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Alpha_Q's solution](#)

1127.

2003D2

[Turtle and a MEX Problem \(Hard Version\) · Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Alpha_Q's solution](#)

1128.

2004E

[Not a Nim Problem · Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[Alpha_Q's solution](#)

1129.

1998D

[Determine Winning Islands in Race · Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · PyPy 3 (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Alpha_Q's solution](#)

1130.

1975E

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Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and

similar, implementation, trees

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1131.

1948E

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Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Alpha_Q's solution](#)

1132.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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1133.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, math

[Alpha_Q's solution](#)

1134.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[Alpha_Q's solution](#)

1135.

1910E

[Maximum Sum Subarrays](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 2100 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, dp

[Alpha_Q's solution](#)

1136.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Alpha_Q's solution](#)

1137.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Alpha_Q's solution](#)

1138.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 2100 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Alpha_Q's solution](#)

1139.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

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1140.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Alpha_Q's solution](#)

1141.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[Alpha_Q's solution](#)

1142.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Alpha_Q's solution](#)

1143.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, sortings

[Alpha_Q's solution](#)

1144.

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, dsu

[Alpha_Q's solution](#)

1145.

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[Alpha_Q's solution](#)

1146.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Alpha_Q's solution](#)

1147.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[Alpha_Q's solution](#)

1148.

1510G

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Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

1149.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Alpha_Q's solution](#)

1150.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Alpha_Q's solution](#)

1151.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Alpha_Q's solution](#)

1152.

954F

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1393D

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165E

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901B

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1252.

354E

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

Quality: 911 global accepts · Rating: 2200 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Alpha_Q's solution](#)

1253.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Alpha_Q's solution](#)

1254.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Alpha_Q's solution](#)

1255.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[Alpha_Q's solution](#)

1256.

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Alpha_Q's solution](#)

1257.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[Alpha_Q's solution](#)

1258.

802G2

[Fake News \(medium\)](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2200 · first AC: 2017-05-28 · last AC: 2017-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Alpha_Q's solution](#)

1259.

806C

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

Rating: 2200 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Alpha_Q's solution](#)

1260.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Alpha_Q's solution](#)

1261.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: greedy, implementation

[Alpha_Q's solution](#)

1262.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 2200 · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[Alpha_Q's solution](#)

1263.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry

[Alpha_Q's solution](#)

1264.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,615 global accepts · Rating: 2200 · first AC: 2016-01-24 · GNU C++ (first AC) · Tags: data structures

[Alpha_Q's solution](#)

1265.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Alpha_Q's solution](#)

1266.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Alpha_Q's solution](#)

1267.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[Alpha_Q's solution](#)

1268.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[Alpha_Q's solution](#)

1269.

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

[Alpha_Q's solution](#)

1270.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Alpha_Q's solution](#)

1271.

1982E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Alpha_Q's solution](#)

1272.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[Alpha_Q's solution](#)

1273.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Alpha_Q's solution](#)

1274.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Alpha_Q's solution](#)

1275.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1276.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1277.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · last AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Alpha_Q's solution](#)

1278.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Alpha_Q's solution](#)

1279.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Alpha_Q's solution](#)

1280.

1111D

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

Quality: 901 global accepts · Rating: 2300 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Alpha_Q's solution](#)

1281.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy

[Alpha_Q's solution](#)

1282.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2023-04-21 · last AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, two pointers

[Alpha_Q's solution](#)

1283.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: games

[Alpha_Q's solution](#)

1284.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2300 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation

[Alpha_Q's solution](#)

1285.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 2300 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Alpha_Q's solution](#)

1286.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Alpha_Q's solution](#)

1287.

1379D

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

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Alpha_Q's solution](#)

1288.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: graphs, hashing, math, number theory

[Alpha_Q's solution](#)

1289.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 2300 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[Alpha_Q's solution](#)

1290.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[Alpha_Q's solution](#)

1291.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Alpha_Q's solution](#)

1292.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: dp

[Alpha_Q's solution](#)

1293.

1101G

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

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[Alpha_Q's solution](#)

1294.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Alpha_Q's solution](#)

1295.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[Alpha_Q's solution](#)

1296.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Alpha_Q's solution](#)

1297.

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[Alpha_Q's solution](#)

1298.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-25 · last AC: 2018-06-25 · GNU C++11 (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[Alpha_Q's solution](#)

1299.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[Alpha_Q's solution](#)

1300.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, trees

[Alpha_Q's solution](#)

1301.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, sortings

[Alpha_Q's solution](#)

1302.

789E

[The Great Mixing](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graph matchings, graphs, math, shortest paths

[Alpha_Q's solution](#)

1303.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Alpha_Q's solution](#)

1304.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[Alpha_Q's solution](#)

1305.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2300 · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[Alpha_Q's solution](#)

1306.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[Alpha_Q's solution](#)

1307.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Alpha_Q's solution](#)

1308.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Alpha_Q's solution](#)

1309.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1310.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, number theory

[Alpha_Q's solution](#)

1311.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[Alpha_Q's solution](#)

1312.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2024-11-13 · last AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Alpha_Q's solution](#)

1313.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Alpha_Q's solution](#)

1314.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft, math

[Alpha_Q's solution](#)

1315.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Alpha_Q's solution](#)

1316.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Alpha_Q's solution](#)

1317.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1318.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1319.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-18 · last AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Alpha_Q's solution](#)

1320.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Alpha_Q's solution](#)

1321.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Alpha_Q's solution](#)

1322.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Alpha_Q's solution](#)

1323.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2023-04-22 · last AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Alpha_Q's solution](#)

1324.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2023-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[Alpha_Q's solution](#)

1325.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[Alpha_Q's solution](#)

1326.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[Alpha_Q's solution](#)

1327.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Alpha_Q's solution](#)

1328.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Alpha_Q's solution](#)

1329.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, probabilities

[Alpha_Q's solution](#)

1330.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[Alpha_Q's solution](#)

1331.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities

[Alpha_Q's solution](#)

1332.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Alpha_Q's solution](#)

1333.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Alpha_Q's solution](#)

1334.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Alpha_Q's solution](#)

1335.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Alpha_Q's solution](#)

1336.

449D

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

Quality: 6,139 global accepts · Rating: 2400 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

[Alpha_Q's solution](#)

1337.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: data structures, two pointers

[Alpha_Q's solution](#)

1338.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[Alpha_Q's solution](#)

1339.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: combinatorics, fft, math, number theory

[Alpha_Q's solution](#)

1340.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Alpha_Q's solution](#)

1341.

1242C

[Sum Balance](#) · [Tutorial](#)

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

[Alpha_Q's solution](#)

1342.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: dp, math

[Alpha_Q's solution](#)

1343.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: graphs, math, shortest paths

[Alpha_Q's solution](#)

1344.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: brute force, graphs

[Alpha_Q's solution](#)

1345.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

[Alpha_Q's solution](#)

1346.

1202E

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

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: brute force, string suffix structures, strings

[Alpha_Q's solution](#)

1347.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[Alpha_Q's solution](#)

1348.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: geometry

[Alpha_Q's solution](#)

1349.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2019-03-27 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Alpha_Q's solution](#)

1350.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[Alpha_Q's solution](#)

1351.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math, trees

[Alpha_Q's solution](#)

1352.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[Alpha_Q's solution](#)

1353.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2018-12-28 · last AC: 2018-12-28 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft

[Alpha_Q's solution](#)

1354.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: dp

[Alpha_Q's solution](#)

1355.

1074D

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

Rating: 2400 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: data structures, dsu, hashing

[Alpha_Q's solution](#)

1356.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: data structures, greedy

[Alpha_Q's solution](#)

1357.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: hashing, number theory

[Alpha_Q's solution](#)

1358.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-31 · GNU C++11 (first AC) · Tags: constructive algorithms

[Alpha_Q's solution](#)

1359.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Alpha_Q's solution](#)

1360.

866D

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

Rating: 2400 · first AC: 2017-10-04 · last AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[Alpha_Q's solution](#)

1361.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, probabilities

[Alpha_Q's solution](#)

1362.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2017-09-24 · last AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Alpha_Q's solution](#)

1363.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Alpha_Q's solution](#)

1364.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Alpha_Q's solution](#)

1365.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Alpha_Q's solution](#)

1366.

815C

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

Quality: 3,319 global accepts · Rating: 2400 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[Alpha_Q's solution](#)

1367.

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2017-04-21 · last AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Alpha_Q's solution](#)

1368.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,837 global accepts · Rating: 2400 · first AC: 2017-02-14 · last AC: 2017-02-14 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[Alpha_Q's solution](#)

1369.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: math

[Alpha_Q's solution](#)

1370.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Alpha_Q's solution](#)

1371.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Alpha_Q's solution](#)

1372.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Alpha_Q's solution](#)

1373.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · last AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Alpha_Q's solution](#)

1374.

2038F

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

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[Alpha_Q's solution](#)

1375.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Alpha_Q's solution](#)

1376.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,014 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[Alpha_Q's solution](#)

1377.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Alpha_Q's solution](#)

1378.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Alpha_Q's solution](#)

1379.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Alpha_Q's solution](#)

1380.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Alpha_Q's solution](#)

1381.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[Alpha_Q's solution](#)

1382.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Alpha_Q's solution](#)

1383.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Alpha_Q's solution](#)

1384.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Alpha_Q's solution](#)

1385.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Alpha_Q's solution](#)

1386.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-12-03 · last AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, math

[Alpha_Q's solution](#)

1387.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Alpha_Q's solution](#)

1388.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Alpha_Q's solution](#)

1389.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[Alpha_Q's solution](#)

1390.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Alpha_Q's solution](#)

1391.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[Alpha_Q's solution](#)

1392.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Alpha_Q's solution](#)

1393.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Alpha_Q's solution](#)

1394.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Alpha_Q's solution](#)

1395.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2023-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Alpha_Q's solution](#)

1396.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[Alpha_Q's solution](#)

1397.

594B

[Max and Bike](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2500 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[Alpha_Q's solution](#)

1398.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, greedy, interactive

[Alpha_Q's solution](#)

1399.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Alpha_Q's solution](#)

1400.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation, interactive

[Alpha_Q's solution](#)

1401.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Alpha_Q's solution](#)

1402.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Alpha_Q's solution](#)

1403.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Alpha_Q's solution](#)

1404.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[Alpha_Q's solution](#)

1405.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: binary search, geometry

[Alpha_Q's solution](#)

1406.

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Alpha_Q's solution](#)

1407.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Alpha_Q's solution](#)

1408.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Alpha_Q's solution](#)

1409.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Alpha_Q's solution](#)

1410.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Alpha_Q's solution](#)

1411.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2019-06-06 · last AC: 2020-06-07 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Alpha_Q's solution](#)

1412.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Alpha_Q's solution](#)

1413.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Alpha_Q's solution](#)

1414.

351C

[Jeff and Brackets](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2500 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: dp, matrices

[Alpha_Q's solution](#)

1415.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-23 · last AC: 2020-03-23 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[Alpha_Q's solution](#)

1416.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[Alpha_Q's solution](#)

1417.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · last AC: 2020-01-04 · GNU C++11 (first AC) · Tags: combinatorics, geometry, math, sortings

[Alpha_Q's solution](#)

1418.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[Alpha_Q's solution](#)

1419.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: combinatorics, fft

[Alpha_Q's solution](#)

1420.

1186E

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: divide and conquer, implementation, math

[Alpha_Q's solution](#)

1421.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[Alpha_Q's solution](#)

1422.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-25 · last AC: 2018-11-25 · GNU C++11 (first AC) · Tags: binary search, dp, math

[Alpha_Q's solution](#)

1423.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math

[Alpha_Q's solution](#)

1424.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2018-09-01 · GNU C++11 (first AC) · Tags: trees

[Alpha_Q's solution](#)

1425.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: math

[Alpha_Q's solution](#)

1426.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: data structures

[Alpha_Q's solution](#)

1427.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Alpha_Q's solution](#)

1428.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Alpha_Q's solution](#)

1429.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[Alpha_Q's solution](#)

1430.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, number theory

[Alpha_Q's solution](#)

1431.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Alpha_Q's solution](#)

1432.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Alpha_Q's solution](#)

1433.

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Alpha_Q's solution](#)

1434.

1981E

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[Alpha_Q's solution](#)

1435.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[Alpha_Q's solution](#)

1436.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Alpha_Q's solution](#)

1437.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Alpha_Q's solution](#)

1438.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers

[Alpha_Q's solution](#)

1439.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Alpha_Q's solution](#)

1440.

420E

[Playing the ball](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2600 · first AC: 2023-11-20 · last AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Alpha_Q's solution](#)

1441.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-19 · last AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[Alpha_Q's solution](#)

1442.

321E

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

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[Alpha_Q's solution](#)

1443.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Alpha_Q's solution](#)

1444.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[Alpha_Q's solution](#)

1445.

536C

[Tavas and Pashmaks](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Alpha_Q's solution](#)

1446.

1063D

[Candies for Children](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 2600 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Alpha_Q's solution](#)

1447.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Alpha_Q's solution](#)

1448.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[Alpha_Q's solution](#)

1449.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-12-05 · last AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[Alpha_Q's solution](#)

1450.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Alpha_Q's solution](#)

1451.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Alpha_Q's solution](#)

1452.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Alpha_Q's solution](#)

1453.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Alpha_Q's solution](#)

1454.

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[Alpha_Q's solution](#)

1455.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[Alpha_Q's solution](#)

1456.

1398G

[Running Competition](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · last AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, fft, math, number theory

[Alpha_Q's solution](#)

1457.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Alpha_Q's solution](#)

1458.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive, math

[Alpha_Q's solution](#)

1459.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: dp, strings

[Alpha_Q's solution](#)

1460.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Alpha_Q's solution](#)

1461.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Alpha_Q's solution](#)

1462.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[Alpha_Q's solution](#)

1463.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Alpha_Q's solution](#)

1464.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: fft

[Alpha_Q's solution](#)

1465.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Alpha_Q's solution](#)

1466.

682E

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

Quality: 715 global accepts · Rating: 2600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: geometry, two pointers

[Alpha_Q's solution](#)

1467.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Alpha_Q's solution](#)

1468.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[Alpha_Q's solution](#)

1469.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Alpha_Q's solution](#)

1470.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · last AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Alpha_Q's solution](#)

1471.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Alpha_Q's solution](#)

1472.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-09-23 · last AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[Alpha_Q's solution](#)

1473.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs

[Alpha_Q's solution](#)

1474.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math, probabilities

[Alpha_Q's solution](#)

1475.

1510E

[Equilibrium Point](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1476.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: flows, math

[Alpha_Q's solution](#)

1477.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[Alpha_Q's solution](#)

1478.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-11 · last AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Alpha_Q's solution](#)

1479.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Alpha_Q's solution](#)

1480.

1388E

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

Quality: 648 global accepts · Rating: 2700 · first AC: 2020-07-30 · last AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, sortings

[Alpha_Q's solution](#)

1481.

1025F

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

Quality: 909 global accepts · Rating: 2700 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Alpha_Q's solution](#)

1482.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Alpha_Q's solution](#)

1483.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-13 · last AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[Alpha_Q's solution](#)

1484.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry, graphs

[Alpha_Q's solution](#)

1485.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: data structures, dp, strings

[Alpha_Q's solution](#)

1486.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Alpha_Q's solution](#)

1487.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: math

[Alpha_Q's solution](#)

1488.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: data structures, trees

[Alpha_Q's solution](#)

1489.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-19 · last AC: 2019-11-19 · GNU C++11 (first AC) · Tags: data structures, probabilities, trees

[Alpha_Q's solution](#)

1490.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2019-11-10 · last AC: 2019-11-10 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[Alpha_Q's solution](#)

1491.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-22 · last AC: 2019-06-23 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[Alpha_Q's solution](#)

1492.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2019-03-27 · GNU C++11 (first AC) · Tags: data structures

[Alpha_Q's solution](#)

1493.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: data structures, number theory

[Alpha_Q's solution](#)

1494.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,317 global accepts · Rating: 2700 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[Alpha_Q's solution](#)

1495.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2018-05-21 · last AC: 2018-05-21 · GNU C++11 (first AC) · Tags: combinatorics

[Alpha_Q's solution](#)

1496.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,952 global accepts · Rating: 2700 · first AC: 2017-04-04 · GNU C++ (first AC) · Tags: data structures, dsu

[Alpha_Q's solution](#)

1497.

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation

[Alpha_Q's solution](#)

1498.

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Alpha_Q's solution](#)

1499.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Alpha_Q's solution](#)

1500.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, math, probabilities

[Alpha_Q's solution](#)

1501.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Alpha_Q's solution](#)

1502.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Alpha_Q's solution](#)

1503.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, shortest paths

[Alpha_Q's solution](#)

1504.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Alpha_Q's solution](#)

1505.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2800 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Alpha_Q's solution](#)

1506.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Alpha_Q's solution](#)

1507.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-09 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[Alpha_Q's solution](#)

1508.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[Alpha_Q's solution](#)

1509.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2800 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: bitmasks, dp, string suffix structures

[Alpha_Q's solution](#)

1510.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, probabilities

[Alpha_Q's solution](#)

1511.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: games, number theory

[Alpha_Q's solution](#)

1512.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings

[Alpha_Q's solution](#)

1513.

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry, two pointers

[Alpha_Q's solution](#)

1514.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, math

[Alpha_Q's solution](#)

1515.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2900 · first AC: 2018-08-31 · GNU C++11 (first AC) · Tags: brute force

[Alpha_Q's solution](#)

1516.

889D

[Symmetric Projections](#) · [Tutorial](#)

Rating: 2900 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Alpha_Q's solution](#)

1517.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2017-02-25 · last AC: 2017-02-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Alpha_Q's solution](#)

1518.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2024-11-20 · last AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[Alpha_Q's solution](#)

1519.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, trees

[Alpha_Q's solution](#)

1520.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: fft, greedy, math, strings

[Alpha_Q's solution](#)

1521.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1522.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Alpha_Q's solution](#)

1523.

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Alpha_Q's solution](#)

1524.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[Alpha_Q's solution](#)

1525.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2017-11-21 · last AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

[Alpha_Q's solution](#)

1526.

2041K

[Trophic Balance Species](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2024-11-24 · last AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, graphs

[Alpha_Q's solution](#)

1527.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[Alpha_Q's solution](#)

1528.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees

[Alpha_Q's solution](#)

1529.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: math, probabilities

[Alpha_Q's solution](#)

1530.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2020-03-20 · last AC: 2020-03-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, math

[Alpha_Q's solution](#)

1531.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Alpha_Q's solution](#)

1532.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, string suffix structures

[Alpha_Q's solution](#)

1533.

866G

[Flowers and Chocolate](#) · [Tutorial](#)

Rating: 3300 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[Alpha_Q's solution](#)

1534.

1987H

[Fumo Temple](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[Alpha_Q's solution](#)

1535.

106270C

[Gas Reservoir](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1536.

106270F

[Morning Walk](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1537.

106270J

[C-Style String Length](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1538.

106270B

[Boulevard of Broken Cars](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1539.

2087G

[Esports in Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[Alpha_Q's solution](#)

1540.

2087E

[Color the Arrows](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, dp

[Alpha_Q's solution](#)

1541.

2087D

[Uppercase or Lowercase?](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, interactive

[Alpha_Q's solution](#)

1542.

2087C

[Coin Game](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[Alpha_Q's solution](#)

1543.

2087B

[Showmatch](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special

[Alpha_Q's solution](#)

1544.

2087A

[Password Generator](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special

[Alpha_Q's solution](#)

1545.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1546.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1547.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1548.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1549.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1550.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1551.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1552.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Alpha_Q's solution](#)

1553.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1554.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1555.

105297F

[Carbon Neutral](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1556.

105297K

[Grabbing plush](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · last AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1557.

105297D

[A is for Apple](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1558.

105297C

[Road Cycling](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1559.

105297L

[Night at Hazrat Sultan](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Alpha_Q's solution](#)

1560.

105297A

[Nauryz](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1561.

105297H

[Traffic light](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Alpha_Q's solution](#)

1562.

105297B

[Chopping Down Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Alpha_Q's solution](#)

1563.

105297E

[Energy crisis](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Alpha_Q's solution](#)

1564.

105297G

[Teleporting through Kazakhstan](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1565.

105297J

[Acarajé](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1566.

105297I

[From Baikonur to Mars](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1567.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1568.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1569.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1570.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1571.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1572.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1573.

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1574.

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1575.

105535G

[Gorgeous Summation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1576.

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1577.

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1578.

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1579.

2011F

[Good Subarray](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special, data structures, greedy

[Alpha_Q's solution](#)

1580.

2011E

[Rock-Paper-Scissors Bot](#) · [Tutorial](#)

Quality: 182 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special, greedy, strings

[Alpha_Q's solution](#)

1581.

2011C

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

Quality: 380 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[Alpha_Q's solution](#)

1582.

2011D

[Among Wolves](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[Alpha_Q's solution](#)

1583.

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[Alpha_Q's solution](#)

1584.

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.7 (first AC) · Tags: *special

[Alpha_Q's solution](#)

1585.

105327A

[Attention to the Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · PyPy 3-64 (first AC) · Tags: —

[Alpha_Q's solution](#)

1586.

105327F

[Fractions are better when continued](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · PyPy 3-64 (first AC) · Tags: —

[Alpha_Q's solution](#)

1587.

104857C

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

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1588.

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1589.

104857I

[Linguistics Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1590.

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1591.

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1592.

104857F

[Colorful Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1593.

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1594.

104869D

[Dark LaTeX vs. Light LaTeX](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1595.

104869B

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

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1596.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1597.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1598.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1599.

105245F

[Count via Construct](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1600.

105245E

[XOR Priority](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1601.

105245D

[Permutational Mex](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1602.

105245C

[Super Pair](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1603.

105245B

[Circular Cone](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1604.

105245A

[King Supremacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1605.

105214H

[Huge Oil Platform](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1606.

105214F

[Football in Osijek](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1607.

105214D

[Division 3 Polyglot](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1608.

105214C

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

Rating: — · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1609.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1610.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1611.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1612.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · last AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1613.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1614.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1615.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1616.

105112G

[Galaxy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1617.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1618.

105112H

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

Rating: — · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1619.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1620.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1621.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1622.

105112K

[Klompensans](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1623.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1624.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1625.

102511B

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

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1626.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[Alpha_Q's solution](#)

1627.

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

[Alpha_Q's solution](#)

1628.

1952A

[Are You a Robot, Again? · Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[Alpha_Q's solution](#)

1629.

104023B

[Recruitment · Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1630.

104023F

[Mooncake Delivery · Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1631.

104023D

[Sternhalma · Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1632.

104023K

[I Wanna Maker · Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1633.

104023G

[Grade 2 · Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1634.

104023I

[Dragon Bloodline · Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1635.

104023J

[Eat, Sleep, Repeat · Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1636.

104023E

[Python Will be Faster than C++ · Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1637.

104023A

[Dunai · Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1638.

104023C

[Grass · Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1639.

102823L

[Two Ants](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1640.

102823B

[Array Modify](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1641.

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1642.

102823H

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1643.

102823D

[Bits Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1644.

102823G

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1645.

104822E

[Anton Would Approve This Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1646.

104822B

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1647.

104822H

[The Binary Matrix of All Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1648.

104822J

[Triple Reverse Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1649.

104822F

[Difference In Skill](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1650.

104822I

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

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1651.

104822G

[Sign Flipping](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1652.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1653.

102012H

[Rikka with A Long Colour Palette](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1654.

102012M

[Rikka with Illuminations](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1655.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1656.

101201E

[Enclosure](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1657.

101201L

[Windy Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1658.

101201I

[Postman](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1659.

101201J

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1660.

101201K

[Tournament Wins](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1661.

101201F

[Illumination](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1662.

101201B

[Buggy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1663.

101201G

[Maximum Islands](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1664.

101201H

[Paint](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1665.

101201A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1666.

101201C

[Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1667.

105053F

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

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1668.

105053I

[Insects, Mathematics, Accuracy, and Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1669.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1670.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1671.

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1672.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1673.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1674.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1675.

103328D

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

Rating: — · first AC: 2024-03-24 · last AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1676.

103328I

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

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1677.

103328E

[Identity Subset](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1678.

103328C

[Perfect Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1679.

103328J

[Hot Potato](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1680.

103328B

[Apple Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1681.

101234I

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1682.

101234D

[Forest Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1683.

101234F

[Lonely Dreamoon 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1684.

101234J

[Zero Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1685.

101234A

[Hacker Cups and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-28 · last AC: 2024-03-23 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

1686.

101234C

[Crazy Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1687.

101234G

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

Rating: — · first AC: 2018-08-28 · last AC: 2024-03-23 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

1688.

104713I

[Storage Problems](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1689.

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1690.

104508M

[More Japanese Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1691.

104508H

[Harmony Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1692.

104508C

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

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1693.

104508I

[IMO Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1694.

104508F

[Fake Solution](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1695.

104508E

[Er Wei Shu Dian](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1696.

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1697.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1698.

104832I

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

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1699.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1700.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1701.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1702.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1703.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1704.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1705.

104366L

[Spatial Quantum Energy Theory](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1706.

104366J

[Less Time on the Road](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1707.

104366G

[Expected Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1708.

104366H

[Light the Street](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1709.

104366E

[Triangle Pick](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1710.

104366D

[Concrete Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1711.

104366I

[Subsetting and Summing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1712.

104366M

[Easy Problem of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1713.

104366K

[The Secret Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1714.

104366A

[Cask Effect](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1715.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1716.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1717.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1718.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1719.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1720.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1721.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1722.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1723.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1724.

104847F

[Toll Road](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1725.

104847C

[Huawei Frequencies Selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1726.

104847H

[Rebellious Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1727.

104847D

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

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1728.

104847E

[Raiffeisenbank Logistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1729.

104847A

[Quantum Supremacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1730.

104847J

[You Are Given a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1731.

104847K

[Dynamic Traffic with MegaFon](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1732.

104873F

[Forgotten Land](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1733.

104873L

[LED-led Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1734.

104873D

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

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1735.

104873I

[Interactive Array Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1736.

104873G

[Generalized German Quotation](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1737.

104873J

[Joined Vessels](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1738.

104873E

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

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1739.

104873C

[Counting Stairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1740.

104873A

[Accumulator Battery](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1741.

104873B

[Building a Stair](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1742.

103931B

[Bracket Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1743.

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1744.

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1745.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1746.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1747.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1748.

103931E

[Expenditure Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1749.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1750.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1751.

104849G

[Remodeling the Dungeon](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1752.

104849D

[Move One Coin](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1753.

104849E

[Incredibly Cute Penguin Chicks](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1754.

104849H

[Cake Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1755.

104849A

[Hasty Santa Claus](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1756.

104849B

[Interactive Number Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1757.

104785E

[Enchanted Fortress](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1758.

104785G

[Glacier Travel](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1759.

104785A

[Assessment Disruption](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1760.

104785F

[Fast Forward](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1761.

104785N

[Naming Wine Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1762.

104785K

[Kernel Scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1763.

104785C

[Clearing Space](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1764.

104785L

[Last One Standing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1765.

104785M

[Mini-Tetris 3023](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1766.

104785D

[Delivery Forces](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1767.

104785B

[Boat Commuter](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1768.

105012L

[Legendary Gyrating Mill](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1769.

105012K

[Kickball](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1770.

105012J

[Jovial Jaunt](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1771.

105012G

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

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1772.

105012B

[Big Data](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1773.

105012F

[Funky Finding](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1774.

105012I

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

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1775.

105012D

[Deviously Disorganized Documents](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1776.

105012H

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

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1777.

104396B

[Honkai in TAIKULA](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1778.

104396L

[Architect](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1779.

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1780.

104396A

[Today's Word](#) · [Tutorial](#)

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1781.

104396K

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

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1782.

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1783.

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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1784.

104396J

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

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1785.

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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1786.

104871L

[Labelled Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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1787.

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1788.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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1789.

104871G

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

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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1790.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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1791.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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1792.

104871I

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Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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1793.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1794.

104871B

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Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1795.

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1796.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1797.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1798.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1799.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1800.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1801.

104875I

[Interview Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1802.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1803.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1804.

104945H

[Break a leg!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · last AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1805.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1806.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1807.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1808.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1809.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1810.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1811.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1812.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1813.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1814.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1815.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1816.

104337A

[Prime Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1817.

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · last AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1818.

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1819.

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · PyPy 3-64 (first AC) · Tags: —

[Alpha_Q's solution](#)

1820.

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1821.

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1822.

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1823.

104337M

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

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1824.

104337H

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

Rating: — · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1825.

104848I

[1%-Euclidean](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1826.

104848I

[FoodSberry](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1827.

104848J

[Spectacular Ending](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1828.

104848E

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

Rating: — · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1829.

104848D

[Christmas Children Circle](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1830.

104848G

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

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1831.

104848H

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

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1832.

104848M

[Fine Trip](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1833.

104848N

[Integer Perimeter](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1834.

104848F

[Build the Non-Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1835.

104848A

[A Non-Palindromic Modification](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1836.

104974K

[Chocolate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · last AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1837.

104842K

[King and Zeroing](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1838.

104842G

[Game With Stones](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1839.

104842F

[Fun at Luggage Claim](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1840.

104842B

[Basketball Plus-Minus](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1841.

104842C

[C and Pascal Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1842.

104842D

[Deep Primes](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1843.

104842A

[Adventure in Flatland](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1844.

104782I

[KSumT](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1845.

104782J

[Parallelogram](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1846.

104782G

[Minimize Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1847.

104782E

[Fiboxor](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1848.

104782C

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1849.

104782A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1850.

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1851.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1852.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1853.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1854.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1855.

104772D

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

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1856.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1857.

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1858.

104757C

[Convex Hull Extension](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1859.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1860.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1861.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1862.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1863.

104757E

[Prof.-Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · Python 3 (first AC) · Tags: —

[Alpha_Q's solution](#)

1864.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1865.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1866.

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1867.

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1868.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1869.

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1870.

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1871.

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1872.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1873.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1874.

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1875.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1876.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1877.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1878.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1879.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1880.

103438A

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

Rating: — · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1881.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

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

[Alpha_Q's solution](#)

1882.

104090C

[No Bug No Game](#) · [Tutorial](#)

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

[Alpha_Q's solution](#)

1883.

104090K

[Master of Both](#) · [Tutorial](#)

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

[Alpha_Q's solution](#)

1884.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

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

[Alpha_Q's solution](#)

1885.

104090D

[Money Game](#) · [Tutorial](#)

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

[Alpha_Q's solution](#)

1886.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · Python 3 (first AC) · Tags: —

[Alpha_Q's solution](#)

1887.

104663E

[Fruit Seller of KUETLand](#) · [Tutorial](#)

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

[Alpha_Q's solution](#)

1888.

104663I

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

[Alpha_Q's solution](#)

1889.

104663D

[Eating Honey Nuts](#) · [Tutorial](#)

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

[Alpha_Q's solution](#)

1890.

104663M

[Banana Monitor](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · last AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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1891.

104663A

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

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

[Alpha_Q's solution](#)

1892.

104663F

[Lazy KUETian](#) · [Tutorial](#)

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

[Alpha_Q's solution](#)

1893.

104663C

[Don't Let Them Pass](#) · [Tutorial](#)

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

[Alpha_Q's solution](#)

1894.

104663J

[Strange Metro Rail](#) · [Tutorial](#)

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

[Alpha_Q's solution](#)

1895.

104663H

[Rotated Image](#) · [Tutorial](#)

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

[Alpha_Q's solution](#)

1896.

104663L

[Not-Incomplete](#) · [Tutorial](#)

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

[Alpha_Q's solution](#)

1897.

104663B

[Digit occurrence Sum](#) · [Tutorial](#)

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

[Alpha_Q's solution](#)

1898.

104663G

[Not So Easy](#) · [Tutorial](#)

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

[Alpha_Q's solution](#)

1899.

104663K

[Divisible by three](#) · [Tutorial](#)

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

[Alpha_Q's solution](#)

1900.

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1901.

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1902.

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1903.

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1904.

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1905.

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1906.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1907.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1908.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1909.

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1910.

104555D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1911.

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1912.

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1913.

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1914.

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1915.

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1916.

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1917.

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1918.

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1919.

104555K

[\\$K\\$ for More, \\$K\\$ for Less](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1920.

104555G

[Great Treaty of Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1921.

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1922.

104505M

[Chavo's Barrel](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1923.

104505F

[Goalkeeper of 7 games \(or less\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1924.

104505J

[Indiana Jiang and the Temple of Kukulkan](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1925.

104505A

[Metaverse Real Estate](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1926.

104505I

[Help the Aztecs](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1927.

104505D

[Supermarket queue](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1928.

104505C

[Quasi-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1929.

104505B

[Maracas](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1930.

104505G

[Choice hero](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1931.

104505E

[Long Live Mexico](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1932.

104505K

[Missing Cyan](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1933.

102428H

[Hold or Continue?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1934.

102428B

[Build the Perfect House](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · last AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1935.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1936.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1937.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1938.

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1939.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1940.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1941.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1942.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1943.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1944.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1945.

104570D

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

Rating: — · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1946.

104570C

[Super Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1947.

104570B

[Two Arrays Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1948.

104570A

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1949.

104542F

[Interesting String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

1950.

104542E

[Interesting Alternating Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1951.

104542A

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

Rating: — · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1952.

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1953.

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1954.

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1955.

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · Python 3 (first AC) · Tags: —

[Alpha_Q's solution](#)

1956.

104021N

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

Rating: — · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1957.

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1958.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[Alpha_Q's solution](#)

1959.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[Alpha_Q's solution](#)

1960.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[Alpha_Q's solution](#)

1961.

104435C

[Dethrone Antares Now](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[Alpha_Q's solution](#)

1962.

104435H

[Not Just an NP-Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[Alpha_Q's solution](#)

1963.

104435G

[Irreversible Events](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[Alpha_Q's solution](#)

1964.

104435K

[Star Seeker's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[Alpha_Q's solution](#)

1965.

104435J

[Sensor Logs](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[Alpha_Q's solution](#)

1966.

104435M

[TheBuzz](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[Alpha_Q's solution](#)

1967.

104435B

[Cult of Wah!](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[Alpha_Q's solution](#)

1968.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Alpha_Q's solution](#)

1969.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1970.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1971.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1972.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1973.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1974.

104118D

[Domination Devil](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1975.

104118E

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

Rating: — · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1976.

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · last AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1977.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1978.

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1979.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1980.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1981.

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1982.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · last AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1983.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1984.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1985.

104369G

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

Rating: — · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1986.

104369F

[Traveling in Cells](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1987.

104369M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1988.

104369E

[New but Nostalgic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1989.

104369J

[X Equals Y](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1990.

104369K

[Peg Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1991.

104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1992.

104369I

[Path Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1993.

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1994.

104369A

[Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1995.

104369B

[Base Station Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1996.

104427J

[Cooperation Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1997.

104427G

[Make Everything White](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1998.

104427B

[Lawyers](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

1999.

104427A

[Reversing](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2000.

104252G

[Gravitational Wave Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2001.

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2002.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)**2003.**

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)**2004.**

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)**2005.**

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)**2006.**

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)**2007.**

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)**2008.**

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)**2009.**

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)**2010.**

104412N

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · last AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)**2011.**

104412C

[Choose Two](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · last AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)**2012.**

104412J

[JP's List of Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2013.

104412M

[Modify the Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2014.

104412G

[Guessing Two Steps into the Multiverse](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2015.

104412L

[ICPC Teams](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2016.

104412B

[Bogo Sort Probability](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2017.

104412H

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2018.

104412D

[Draconis Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2019.

104412A

[Alaric Magic Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2020.

104412K

[Knockout Spell](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2021.

104412I

[Iron Fist Ketil vs King Canute](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2022.

104412F

[Fibonacci Fever](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2023.

104196M

[Tomb Hater](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2024.

104196E

[Gambling Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

2025.

104196I

[Pinned Files](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2026.

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2027.

104196J

[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2028.

104196G

[Noonerized Spumbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2029.

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2030.

104333B

[Convolution SUM XOR](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2031.

104333A

[Convolution XOR SUM](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2032.

104333C

[Play With Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2033.

104333E

[A Random Traveller](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2034.

104333F

[Oh no, Again Query?](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2035.

104333D

[Median Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2036.

104333I

[Hail Pythagoras](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2037.

104333J

[Giveaway?](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2038.

104333G

[Minimum Enclosing Axis-Parallel Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2039.

104333H

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2040.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Alpha_Q's solution](#)

2041.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, matrices

[Alpha_Q's solution](#)

2042.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, ternary search

[Alpha_Q's solution](#)

2043.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Alpha_Q's solution](#)

2044.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[Alpha_Q's solution](#)

2045.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[Alpha_Q's solution](#)

2046.

1662L

[Il Derby della Madonna](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Alpha_Q's solution](#)

2047.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Alpha_Q's solution](#)

2048.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Alpha_Q's solution](#)

2049.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[Alpha_Q's solution](#)

2050.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Alpha_Q's solution](#)

2051.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Alpha_Q's solution](#)

2052.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Alpha_Q's solution](#)

2053.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, math

[Alpha_Q's solution](#)

2054.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, trees

[Alpha_Q's solution](#)

2055.

102881H

[Shortest Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

2056.

102881D

[YSYS](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2057.

102881C

[Sort?](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · last AC: 2020-12-02 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2058.

102881F

[Geometry?](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

2059.

102881J

[ABC](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2060.

102881K

[Plants Watering](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

2061.

102881M

[Baby Ehab's Whining Chance](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2062.

102881B

[Anany in the Army](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

2063.

102881L

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

Rating: — · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

2064.

102881E

[Baby Ehab's X\(OR\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

2065.

102881N

[Baby !Ehab](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2066.

102881A

[Officer Anany Collecting String Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2067.

102881G

[Baby Ehab and a GCD Problem. Of Course](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Alpha_Q's solution](#)

2068.

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · last AC: 2020-07-18 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2069.

102201A

[A Plus Equals B](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2070.

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2071.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2072.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2073.

102460L

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

Rating: — · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2074.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2075.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2076.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2077.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2078.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2079.

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: *special, implementation

[Alpha_Q's solution](#)

2080.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: *special, implementation

[Alpha_Q's solution](#)

2081.

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2082.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2083.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2084.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2085.

102028E

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

Rating: — · first AC: 2018-12-08 · Python 3 (first AC) · Tags: —

[Alpha_Q's solution](#)

2086.

102028D

[Keichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2087.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2088.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2089.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2090.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2091.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2092.

100962I

[Ivan Dorn](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-15 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2093.

101237B

[Beer Quadrilaterals](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2094.

101237G

[Total LCS](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2095.

101237D

[Short Enough Task](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2096.

101237F

[Just Another Sequence Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2097.

101237A

[MEX-Query](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2098.

101234E

[Lines Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-28 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2099.

100959C

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-23 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2100.

100959B

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-23 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2101.

100959D

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-23 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2102.

100959A

[2016](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-23 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2103.

100959L

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

Rating: — · first AC: 2018-08-23 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2104.

100959J

[Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-23 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2105.

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-23 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2106.

101385D

[Interleave Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-22 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2107.

101385H

[Simplicity is the Ultimate Sophistication](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-22 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2108.

101385E

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

Rating: — · first AC: 2018-08-22 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2109.

101385G

[Power Sum Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-22 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2110.

101741G

[Berland Post](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-21 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2111.

101741E

[Code-Cola Plants](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-21 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2112.

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-21 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2113.

101741F

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-21 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2114.

101741K

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

Rating: — · first AC: 2018-08-21 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2115.

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-21 · Java 8 (first AC) · Tags: —

[Alpha_Q's solution](#)

2116.

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-21 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2117.

101741J

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

Rating: — · first AC: 2018-08-21 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2118.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-21 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2119.

101879A

[Studying level curves](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-20 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2120.

101879D

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

Rating: — · first AC: 2018-08-20 · Java 8 (first AC) · Tags: —

[Alpha_Q's solution](#)

2121.

101879C

[Promenade by the lake](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-20 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2122.

101879I

[A story about tea](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-20 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2123.

101879F

[Optimizing Transportation in Portugal](#) · Tutorial

Rating: — · first AC: 2018-08-20 · Java 8 (first AC) · Tags: —

[Alpha_Q's solution](#)

2124.

101879G

[Running a penitentiary](#) · Tutorial

Rating: — · first AC: 2018-08-20 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2125.

101879B

[Aesthetics in poetry](#) · Tutorial

Rating: — · first AC: 2018-08-20 · Java 8 (first AC) · Tags: —

[Alpha_Q's solution](#)

2126.

101879J

[Meme Wars](#) · Tutorial

Rating: — · first AC: 2018-08-20 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2127.

101879E

[Group work](#) · Tutorial

Rating: — · first AC: 2018-08-20 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2128.

101810G

[Power of String](#) · Tutorial

Rating: — · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2129.

101810J

[T-Shirts Dilemma](#) · Tutorial

Rating: — · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2130.

101810A

[Careful Thief](#) · Tutorial

Rating: — · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2131.

101810D

[Magic Sticks](#) · Tutorial

Rating: — · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2132.

101810M

[Greedy Pirate](#) · Tutorial

Rating: — · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2133.

101810E

[N-Dimensional Grid](#) · Tutorial

Rating: — · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2134.

101810F

[Minimum Sum of Array](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2135.

101810B

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

Rating: — · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2136.

101810H

[Making Friends](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2137.

101810C

[Flip the Bits](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2138.

101810I

[Split the Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-02 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2139.

101484H

[Eating Pie](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2140.

101484B

[Nicoleta's Cleaning](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2141.

101484F

[No Link, Cut Tree!](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2142.

101484E

[Double Fence](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2143.

101484I

[Matrix Sum](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2144.

101484C

[Leading the Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2145.

101484A

[Bath Temperature](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2146.

101484J

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

Rating: — · first AC: 2018-04-23 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2147.

101484G

[Hungry Canadian](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2148.

101778J

[Gin Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-13 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2149.

101778K

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

Rating: — · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2150.

101778B

[Ran and the Lock Code](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-13 · last AC: 2018-04-13 · Python 2 (first AC) · Tags: —

[Alpha_Q's solution](#)

2151.

101778F

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

Rating: — · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2152.

101778H

[Genta Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2153.

101778G

[Preparing for Exams](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-13 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2154.

101778E

[Rescue Haibara](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2155.

101778A

[Will he Die?](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-13 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2156.

101778I

[UEFA Champions League](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2157.

101778C

[Professor Agasa Lab](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2158.

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-13 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2159.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-13 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2160.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-13 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2161.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-13 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2162.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2163.

101409C

[Canonical Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-30 · Java 8 (first AC) · Tags: —

[Alpha_Q's solution](#)

2164.

101409E

[Express Lines](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2165.

101409I

["Injurious" Triples](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-30 · GNU C++ (first AC) · Tags: —

[Alpha_Q's solution](#)

2166.

101409A

[Area and Circumference](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-30 · GNU C++ (first AC) · Tags: —

[Alpha_Q's solution](#)

2167.

101189A

[Arpa's hard exam and Mehrdad's naive cheat\(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-22 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2168.

100985C

[MaratonUSP plays Nim](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-15 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2169.

100985B

[MaratonIME plays Cîrokime](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-15 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2170.

100796E

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

Rating: — · first AC: 2016-11-18 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2171.

100796I

[Shell Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-18 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2172.

100796H

[Game of Corners](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-18 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2173.

100796D

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-18 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2174.

100796L

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-18 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2175.

100796K

[Profact](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-18 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2176.

100796G

[Robot Walk](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-18 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2177.

100796F

[Unusual Sum](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-18 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2178.

100796A

[AHB](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-18 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2179.

101147E

[Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2180.

101147D

[Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2181.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Alpha_Q's solution](#)

2182.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-28 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2183.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-28 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2184.

101138E

[Bravebeart](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-28 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2185.

101138B

[Pen Pineapple Apple Pen](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-28 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2186.

101095Z

[Dance Around The Clock](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2187.

101095Y

[Get to Work](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2188.

101095X

[Investing at the Market](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2189.

101090L

[Closing the Loop](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2190.

101090G

[Pair](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2191.

101090J

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2192.

100989C

[1D Cafeteria \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2193.

100989M

[Plus or Minus \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2194.

100947A

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2195.

100917H

[Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2196.

100917D

[dir -C](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2197.

100917L

[Liesbeth and the String](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2198.

100917C

[Constant Ratio](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2199.

100863A

[Age of Retirement](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-15 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)

2200.

100863C

[Crisis](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-15 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)**2201.**

100781D

[Disastrous Downtime](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-07 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)**2202.**

100781C

[Cryptographer's Conundrum](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-07 · GNU C++11 (first AC) · Tags: —

[Alpha_Q's solution](#)