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Unique solved — AmShZ

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

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Filters: none

Count: 1,968

- 1.**
2211A
[Antimedian Deletion](#) · [Tutorial](#)
Quality: 16,097 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[AmShZ's solution](#)
- 2.**
2207A
[1-1](#) · [Tutorial](#)
Quality: 13,691 global accepts · Rating: 800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[AmShZ's solution](#)
- 3.**
2164A
[Sequence Game](#) · [Tutorial](#)
Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
[AmShZ's solution](#)
- 4.**
2122A
[Greedy Grid](#) · [Tutorial](#)
Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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- 5.**
2124A
[Deranged Deletions](#) · [Tutorial](#)
Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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- 6.**
2096A
[Wonderful Sticks](#) · [Tutorial](#)
Quality: 20,577 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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- 7.**
2062A
[String](#) · [Tutorial](#)
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- 8.**
2057A
[MEX Table](#) · [Tutorial](#)
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- 9.**
2053A
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10.

2048A

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11.

2039A

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12.

2035A

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13.

1942A

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14.

1919B

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15.

1919A

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16.

1916A

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17.

1909A

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18.

1870A

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1792A

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20.

1842A

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21.

1779A

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22.

1740B

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23.

1740A

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24.

1746B

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25.

1746A

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26.

1733A

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27.

1704A

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28.

1696A

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29.

1672B

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30.

1672A

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31.

1656A

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32.

1654B

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33.

1654A

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34.

731A

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35.

734B

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36.

734A

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37.

1637A

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38.

1621A

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39.

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1556A

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1552A

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42.

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1530B

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44.

1530A

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45.

946A

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46.

1534A

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47.

1526A

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48.

1527A

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49.

1515A

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50.

1517A

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51.

1511A

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52.

1491A

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53.

1466B

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1466A

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1450A

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1452A

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57.

1437A

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58.

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59.

1430B

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61.

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62.

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1393A

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64.

1388A

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65.

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66.

1369A

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67.

1368A

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68.

1358A

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69.

1353B

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70.

1353A

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71.

1348A

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72.

1335A

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73.

1328A

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74.

1325B

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75.

1325A

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76.

1312A

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77.

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78.

1305A

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79.

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80.

1300A

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81.

1287A

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82.

1284A

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83.

978B

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84.

978A

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85.

1270A

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86.

1283A

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87.

1269A

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88.

1271A

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89.

1281A

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90.

1030A

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91.

1257A

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92.

1243A

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93.

1185A

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94.

1180A

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95.

1183A

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96.

1186A

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97.

1249A

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98.

1176A

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99.

1236A

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100.

1241A

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101.

1234A

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102.

1196A

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103.

1228A

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104.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[AmShZ's solution](#)

105.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: strings

[AmShZ's solution](#)

106.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[AmShZ's solution](#)

107.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,101 global accepts · Rating: 800 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[AmShZ's solution](#)

108.

266A

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

Quality: 244,622 global accepts · Rating: 800 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AmShZ's solution](#)

109.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[AmShZ's solution](#)

110.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[AmShZ's solution](#)

111.

1191A

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

Quality: 18,985 global accepts · Rating: 800 · first AC: 2019-08-02 · GNU C++11 (first AC) · Tags: brute force

[AmShZ's solution](#)

112.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,070 global accepts · Rating: 800 · first AC: 2019-08-02 · GNU C++11 (first AC) · Tags: implementation

[AmShZ's solution](#)

113.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,414 global accepts · Rating: 800 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

[AmShZ's solution](#)

114.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2019-07-21 · GNU C++11 (first AC) · Tags: sortings

[AmShZ's solution](#)

115.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,835 global accepts · Rating: 800 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: implementation

[AmShZ's solution](#)

116.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,531 global accepts · Rating: 800 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: implementation, math

[AmShZ's solution](#)

117.

59A

[Word](#) · [Tutorial](#)

Quality: 227,985 global accepts · Rating: 800 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: implementation, strings

[AmShZ's solution](#)

118.

1194A

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

Quality: 17,377 global accepts · Rating: 800 · first AC: 2019-07-15 · Python 3 (first AC) · Tags: math

[AmShZ's solution](#)

119.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,373 global accepts · Rating: 800 · first AC: 2019-07-15 · GNU C++11 (first AC) · Tags: implementation

[AmShZ's solution](#)

120.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,788 global accepts · Rating: 800 · first AC: 2019-07-15 · GNU C++11 (first AC) · Tags: greedy, math

[AmShZ's solution](#)

121.

231A

[Team](#) · [Tutorial](#)

Quality: 430,353 global accepts · Rating: 800 · first AC: 2019-07-15 · GNU C++11 (first AC) · Tags: brute force, greedy

[AmShZ's solution](#)

122.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,542 global accepts · Rating: 800 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: *special, implementation

[AmShZ's solution](#)

123.

71A

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

Quality: 503,365 global accepts · Rating: 800 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: strings

[AmShZ's solution](#)

124.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,013 global accepts · Rating: 800 · first AC: 2019-05-19 · GNU C++11 (first AC) · Tags: brute force, math

[AmShZ's solution](#)

125.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AmShZ's solution](#)

126.

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

[AmShZ's solution](#)

127.

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

[AmShZ's solution](#)

128.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AmShZ's solution](#)

129.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AmShZ's solution](#)

130.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[AmShZ's solution](#)

131.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AmShZ's solution](#)

132.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AmShZ's solution](#)

133.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[AmShZ's solution](#)

134.

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[AmShZ's solution](#)

135.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: math, sortings

[AmShZ's solution](#)

136.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,692 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games

[AmShZ's solution](#)

137.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AmShZ's solution](#)

138.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[AmShZ's solution](#)

139.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AmShZ's solution](#)

140.

616A

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

Quality: 10,832 global accepts · Rating: 900 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AmShZ's solution](#)

141.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[AmShZ's solution](#)

142.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[AmShZ's solution](#)

143.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[AmShZ's solution](#)

144.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,685 global accepts · Rating: 900 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[AmShZ's solution](#)

145.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AmShZ's solution](#)

146.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,778 global accepts · Rating: 900 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[AmShZ's solution](#)

147.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,076 global accepts · Rating: 900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[AmShZ's solution](#)

148.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[AmShZ's solution](#)

149.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[AmShZ's solution](#)

150.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,724 global accepts · Rating: 900 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[AmShZ's solution](#)

151.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[AmShZ's solution](#)

152.

1247A

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

Rating: 900 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[AmShZ's solution](#)

153.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[AmShZ's solution](#)

154.

115A

[Party](#) · [Tutorial](#)

Quality: 43,364 global accepts · Rating: 900 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[AmShZ's solution](#)

155.

1238A

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

Quality: 28,067 global accepts · Rating: 900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AmShZ's solution](#)

156.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,680 global accepts · Rating: 900 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[AmShZ's solution](#)

157.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,604 global accepts · Rating: 900 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[AmShZ's solution](#)

158.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AmShZ's solution](#)

159.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,512 global accepts · Rating: 900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[AmShZ's solution](#)

160.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AmShZ's solution](#)

161.

1187A

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

Quality: 15,546 global accepts · Rating: 900 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[AmShZ's solution](#)

162.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,922 global accepts · Rating: 900 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: greedy

[AmShZ's solution](#)

163.

580A

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

Quality: 104,707 global accepts · Rating: 900 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[AmShZ's solution](#)

164.

1197A

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

Quality: 14,036 global accepts · Rating: 900 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[AmShZ's solution](#)

165.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,759 global accepts · Rating: 900 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: greedy, sortings

[AmShZ's solution](#)

166.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,267 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[AmShZ's solution](#)

167.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AmShZ's solution](#)

168.

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AmShZ's solution](#)

169.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[AmShZ's solution](#)

170.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[AmShZ's solution](#)

171.

1876A

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

Quality: 34,933 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[AmShZ's solution](#)

172.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[AmShZ's solution](#)

173.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1000 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[AmShZ's solution](#)

174.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[AmShZ's solution](#)

175.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[AmShZ's solution](#)

176.

1515B

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

Quality: 27,070 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory
[AmShZ's solution](#)

177.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy
[AmShZ's solution](#)

178.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[AmShZ's solution](#)

179.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy
[AmShZ's solution](#)

180.

1430C

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

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[AmShZ's solution](#)

181.

1388B

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

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[AmShZ's solution](#)

182.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[AmShZ's solution](#)

183.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[AmShZ's solution](#)

184.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[AmShZ's solution](#)

185.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,422 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AmShZ's solution](#)

186.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AmShZ's solution](#)

187.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,060 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[AmShZ's solution](#)

188.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[AmShZ's solution](#)

189.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[AmShZ's solution](#)

190.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,826 global accepts · Rating: 1000 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[AmShZ's solution](#)

191.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AmShZ's solution](#)

192.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[AmShZ's solution](#)

193.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AmShZ's solution](#)

194.

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
[AmShZ's solution](#)

195.

798A

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

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2019-12-17 · last AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings
[AmShZ's solution](#)

196.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,952 global accepts · Rating: 1000 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[AmShZ's solution](#)

197.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[AmShZ's solution](#)

198.

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1000 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: strings
[AmShZ's solution](#)

199.

1245A

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

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[AmShZ's solution](#)

200.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[AmShZ's solution](#)

201.

1247B1

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

Rating: 1000 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[AmShZ's solution](#)

202.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
[AmShZ's solution](#)

203.

1249B1

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

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math
[AmShZ's solution](#)

204.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[AmShZ's solution](#)

205.

1237A

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

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[AmShZ's solution](#)

206.

1241B

[Strings Equalization](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[AmShZ's solution](#)

207.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,769 global accepts · Rating: 1000 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[AmShZ's solution](#)

208.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 1000 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[AmShZ's solution](#)

209.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[AmShZ's solution](#)

210.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[AmShZ's solution](#)

211.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: geometry, math
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212.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1000 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: implementation
[AmShZ's solution](#)

213.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,299 global accepts · Rating: 1000 · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: math
[AmShZ's solution](#)

214.

1197B

[Pillars](#) · [Tutorial](#)

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215.

69A

[Young Physicist](#) · [Tutorial](#)

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216.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,817 global accepts · Rating: 1000 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: brute force, number theory
[AmShZ's solution](#)

217.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,990 global accepts · Rating: 1000 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: implementation, strings
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218.

118A

[String Task](#) · [Tutorial](#)

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219.

1111A

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220.

2211B

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221.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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222.

2096B

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Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
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223.

1942B

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Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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224.

1842B

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225.

1827A

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Quality: 28,822 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers
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226.

1685A

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

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

sortings

[AmShZ's solution](#)

227.

1672C

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Quality: 14,036 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[AmShZ's solution](#)

228.

1656B

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Quality: 26,811 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[AmShZ's solution](#)

229.

731B

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Quality: 8,344 global accepts · Rating: 1100 · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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230.

1637B

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Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[AmShZ's solution](#)

231.

1616B

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232.

1609B

[William the Vigilant](#) · [Tutorial](#)

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233.

946B

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234.

1534B

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Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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235.

1523B

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Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AmShZ's solution](#)

236.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[AmShZ's solution](#)

237.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[AmShZ's solution](#)

238.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings

[AmShZ's solution](#)

239.

1375A

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Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AmShZ's solution](#)

240.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[AmShZ's solution](#)

241.

1335C

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[AmShZ's solution](#)

242.

1334B

[Middle Class](#) · [Tutorial](#)

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[AmShZ's solution](#)

243.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AmShZ's solution](#)

244.

366A

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Quality: 4,756 global accepts · Rating: 1100 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AmShZ's solution](#)

245.

1332A

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Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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246.

1070K

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Quality: 5,378 global accepts · Rating: 1100 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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247.

1324C

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Quality: 30,515 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs

and similar, greedy, implementation

[AmShZ's solution](#)

248.

1324B

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Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

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249.

1293A

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250.

682A

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Quality: 23,995 global accepts · Rating: 1100 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[AmShZ's solution](#)

251.

985A

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Quality: 8,424 global accepts · Rating: 1100 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AmShZ's solution](#)

252.

1176B

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Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[AmShZ's solution](#)

253.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[AmShZ's solution](#)

254.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,557 global accepts · Rating: 1100 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[AmShZ's solution](#)

255.

196A

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

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[AmShZ's solution](#)

256.

218B

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Quality: 18,376 global accepts · Rating: 1100 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AmShZ's solution](#)

257.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,308 global accepts · Rating: 1100 · first AC: 2019-08-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[AmShZ's solution](#)

258.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,846 global accepts · Rating: 1100 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: *special, greedy, implementation
[AmShZ's solution](#)

259.

2196A

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Quality: 15,838 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math
[AmShZ's solution](#)

260.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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261.

2053B

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Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy
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262.

2048C

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Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
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263.

2039C1

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264.

1951B

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

265.

1916C

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Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
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266.

1909B

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Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[AmShZ's solution](#)

267.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation
[AmShZ's solution](#)

268.

1870B

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Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
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269.

1792B

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Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
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270.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[AmShZ's solution](#)

271.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[AmShZ's solution](#)

272.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,961 global accepts · Rating: 1200 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[AmShZ's solution](#)

273.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,984 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[AmShZ's solution](#)

274.

1637C

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

Quality: 18,745 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[AmShZ's solution](#)

275.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
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276.

1530C

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Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
[AmShZ's solution](#)

277.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[AmShZ's solution](#)

278.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,409 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games
[AmShZ's solution](#)

279.

1517B

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Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[AmShZ's solution](#)

280.

1495A

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Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

[AmShZ's solution](#)

281.

1491B

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Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[AmShZ's solution](#)

282.

264A

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

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[AmShZ's solution](#)

283.

1437B

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Quality: 20,854 global accepts · Rating: 1200 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[AmShZ's solution](#)

284.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: graphs, implementation

[AmShZ's solution](#)

285.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AmShZ's solution](#)

286.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[AmShZ's solution](#)

287.

1339B

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[AmShZ's solution](#)

288.

1328C

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Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AmShZ's solution](#)

289.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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290.

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[AmShZ's solution](#)

291.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[AmShZ's solution](#)

292.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AmShZ's solution](#)

293.

1272C

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Quality: 30,742 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[AmShZ's solution](#)

294.

1272B

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Quality: 14,683 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[AmShZ's solution](#)

295.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AmShZ's solution](#)

296.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,048 global accepts · Rating: 1200 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[AmShZ's solution](#)

297.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[AmShZ's solution](#)

298.

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[AmShZ's solution](#)

299.

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AmShZ's solution](#)

300.

1185B

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

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AmShZ's solution](#)

301.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[AmShZ's solution](#)

302.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,346 global accepts · Rating: 1200 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[AmShZ's solution](#)

303.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AmShZ's solution](#)

304.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[AmShZ's solution](#)

305.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[AmShZ's solution](#)

306.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[AmShZ's solution](#)

307.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AmShZ's solution](#)

308.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-08-02 · GNU C++11 (first AC) · Tags: brute force, implementation

[AmShZ's solution](#)

309.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,749 global accepts · Rating: 1200 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[AmShZ's solution](#)

310.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: math

[AmShZ's solution](#)

311.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,124 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[AmShZ's solution](#)

312.

2201A1

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

Quality: 11,061 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[AmShZ's solution](#)

313.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[AmShZ's solution](#)

314.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[AmShZ's solution](#)

315.

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[AmShZ's solution](#)

316.

2023A

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

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[AmShZ's solution](#)

317.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[AmShZ's solution](#)

318.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[AmShZ's solution](#)

319.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AmShZ's solution](#)

320.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math
[AmShZ's solution](#)

321.

1733C

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

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[AmShZ's solution](#)

322.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[AmShZ's solution](#)

323.

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[AmShZ's solution](#)

324.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[AmShZ's solution](#)

325.

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory
[AmShZ's solution](#)

326.

1556B

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

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

327.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[AmShZ's solution](#)

328.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[AmShZ's solution](#)

329.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[AmShZ's solution](#)

330.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[AmShZ's solution](#)

331.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 1300 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[AmShZ's solution](#)

332.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,396 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[AmShZ's solution](#)

333.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[AmShZ's solution](#)

334.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[AmShZ's solution](#)

335.

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[AmShZ's solution](#)

336.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[AmShZ's solution](#)

337.

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AmShZ's solution](#)

338.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[AmShZ's solution](#)

339.

1328B

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

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[AmShZ's solution](#)

340.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AmShZ's solution](#)

341.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,349 global accepts · Rating: 1300 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, two pointers

[AmShZ's solution](#)

342.

303A

[Lucky Permutation Triple](#) · [Tutorial](#)

Quality: 8,572 global accepts · Rating: 1300 · first AC: 2020-03-10 · last AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[AmShZ's solution](#)

343.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[AmShZ's solution](#)

344.

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[AmShZ's solution](#)

345.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1300 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AmShZ's solution](#)

346.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,418 global accepts · Rating: 1300 · first AC: 2019-12-27 · last AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[AmShZ's solution](#)

347.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2019-12-17 · last AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, strings

[AmShZ's solution](#)

348.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[AmShZ's solution](#)

349.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AmShZ's solution](#)

350.

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[AmShZ's solution](#)

351.

1247B2

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

Rating: 1300 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[AmShZ's solution](#)

352.

1249C1

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

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[AmShZ's solution](#)

353.

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[AmShZ's solution](#)

354.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[AmShZ's solution](#)

355.

430C

[Xor-tree](#) · [Tutorial](#)

Rating: 1300 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[AmShZ's solution](#)

356.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[AmShZ's solution](#)

357.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,783 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[AmShZ's solution](#)

358.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,912 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AmShZ's solution](#)

359.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[AmShZ's solution](#)

360.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation

[AmShZ's solution](#)

361.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1300 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[AmShZ's solution](#)

362.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AmShZ's solution](#)

363.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[AmShZ's solution](#)

364.

234C

[Weather](#) · [Tutorial](#)

Quality: 5,948 global accepts · Rating: 1300 · first AC: 2019-09-01 · last AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[AmShZ's solution](#)

365.

330B

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

Quality: 19,388 global accepts · Rating: 1300 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[AmShZ's solution](#)

366.

4C

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

Quality: 108,186 global accepts · Rating: 1300 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[AmShZ's solution](#)

367.

459B

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

Quality: 47,502 global accepts · Rating: 1300 · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: combinatorics, implementation, sortings

[AmShZ's solution](#)

368.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-21 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[AmShZ's solution](#)

369.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,536 global accepts · Rating: 1300 · first AC: 2019-07-18 · Python 3 (first AC) · Tags: greedy, implementation, sortings

[AmShZ's solution](#)

370.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[AmShZ's solution](#)

371.

519C

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

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[AmShZ's solution](#)

372.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[AmShZ's solution](#)

373.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings

[AmShZ's solution](#)

374.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[AmShZ's solution](#)

375.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[AmShZ's solution](#)

376.

1919C

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

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[AmShZ's solution](#)

377.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[AmShZ's solution](#)

378.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[AmShZ's solution](#)

379.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AmShZ's solution](#)

380.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[AmShZ's solution](#)

381.

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[AmShZ's solution](#)

382.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AmShZ's solution](#)

383.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[AmShZ's solution](#)

384.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[AmShZ's solution](#)

385.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[AmShZ's solution](#)

386.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[AmShZ's solution](#)

387.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,049 global accepts · Rating: 1400 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AmShZ's solution](#)

388.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[AmShZ's solution](#)

389.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,737 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[AmShZ's solution](#)

390.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[AmShZ's solution](#)

391.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[AmShZ's solution](#)

392.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1400 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, sortings
[AmShZ's solution](#)

393.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[AmShZ's solution](#)

394.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[AmShZ's solution](#)

395.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[AmShZ's solution](#)

396.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers
[AmShZ's solution](#)

397.

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,964 global accepts · Rating: 1400 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, sortings, ternary search
[AmShZ's solution](#)

398.

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[AmShZ's solution](#)

399.

1330B

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

Quality: 14,537 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[AmShZ's solution](#)

400.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[AmShZ's solution](#)

401.

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,908 global accepts · Rating: 1400 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[AmShZ's solution](#)

402.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[AmShZ's solution](#)

403.

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[AmShZ's solution](#)

404.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[AmShZ's solution](#)

405.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[AmShZ's solution](#)

406.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[AmShZ's solution](#)

407.

1284B

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

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

[AmShZ's solution](#)

408.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AmShZ's solution](#)

409.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[AmShZ's solution](#)

410.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[AmShZ's solution](#)

411.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math

[AmShZ's solution](#)

412.

1277C

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

Quality: 1400 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AmShZ's solution](#)

413.

1266C

[Diverse Matrix](#) · [Tutorial](#)

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

[AmShZ's solution](#)

414.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[AmShZ's solution](#)

415.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,199 global accepts · Rating: 1400 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[AmShZ's solution](#)

416.

1245C

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

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AmShZ's solution](#)

417.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,430 global accepts · Rating: 1400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AmShZ's solution](#)

418.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,046 global accepts · Rating: 1400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[AmShZ's solution](#)

419.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[AmShZ's solution](#)

420.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 1400 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu

[AmShZ's solution](#)

421.

505B

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

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[AmShZ's solution](#)

422.

445B

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy

[AmShZ's solution](#)

423.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AmShZ's solution](#)

424.

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[AmShZ's solution](#)

425.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,189 global accepts · Rating: 1400 · first AC: 2019-09-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[AmShZ's solution](#)

426.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[AmShZ's solution](#)

427.

489C

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

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[AmShZ's solution](#)

428.

26B

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

Quality: 25,865 global accepts · Rating: 1400 · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: greedy

[AmShZ's solution](#)

429.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[AmShZ's solution](#)

430.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[AmShZ's solution](#)

431.

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[AmShZ's solution](#)

432.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[AmShZ's solution](#)

433.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[AmShZ's solution](#)

434.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,762 global accepts · Rating: 1500 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[AmShZ's solution](#)

435.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AmShZ's solution](#)

436.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[AmShZ's solution](#)

437.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[AmShZ's solution](#)

438.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[AmShZ's solution](#)

439.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[AmShZ's solution](#)

440.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[AmShZ's solution](#)

441.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[AmShZ's solution](#)

442.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[AmShZ's solution](#)

443.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[AmShZ's solution](#)

444.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[AmShZ's solution](#)

445.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[AmShZ's solution](#)

446.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[AmShZ's solution](#)

447.

1466D

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

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[AmShZ's solution](#)

448.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[AmShZ's solution](#)

449.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: dp, number theory

[AmShZ's solution](#)

450.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[AmShZ's solution](#)

451.

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2020-10-16 · GNU C++11 (first AC) · Tags: data structures, dsu

[AmShZ's solution](#)

452.

1416A

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

Quality: 16,725 global accepts · Rating: 1500 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[AmShZ's solution](#)

453.

1404A

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

Quality: 19,393 global accepts · Rating: 1500 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: implementation, strings

[AmShZ's solution](#)

454.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[AmShZ's solution](#)

455.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[AmShZ's solution](#)

456.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AmShZ's solution](#)

457.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[AmShZ's solution](#)

458.

1340A

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

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

[AmShZ's solution](#)

459.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[AmShZ's solution](#)

460.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,348 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AmShZ's solution](#)

461.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2020-03-18 · last AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[AmShZ's solution](#)

462.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,863 global accepts · Rating: 1500 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[AmShZ's solution](#)

463.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,500 global accepts · Rating: 1500 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[AmShZ's solution](#)

464.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math
[AmShZ's solution](#)

465.

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation, strings
[AmShZ's solution](#)

466.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[AmShZ's solution](#)

467.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[AmShZ's solution](#)

468.

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: *special, number theory
[AmShZ's solution](#)

469.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[AmShZ's solution](#)

470.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy
[AmShZ's solution](#)

471.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings
[AmShZ's solution](#)

472.

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[AmShZ's solution](#)

473.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[AmShZ's solution](#)

474.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[AmShZ's solution](#)

475.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[AmShZ's solution](#)

476.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[AmShZ's solution](#)

477.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[AmShZ's solution](#)

478.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AmShZ's solution](#)

479.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[AmShZ's solution](#)

480.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AmShZ's solution](#)

481.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[AmShZ's solution](#)

482.

1265C

[Beautiful Regional Contest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AmShZ's solution](#)

483.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 1500 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths

[AmShZ's solution](#)

484.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 1500 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, shortest

paths

[AmShZ's solution](#)

485.

1243C

[Tile Painting](#) · [Tutorial](#)

Quality: 1500 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[AmShZ's solution](#)

486.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,388 global accepts · Rating: 1500 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[AmShZ's solution](#)

487.

1249C2

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

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[AmShZ's solution](#)

488.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[AmShZ's solution](#)

489.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[AmShZ's solution](#)

490.

1236B

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

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AmShZ's solution](#)

491.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,486 global accepts · Rating: 1500 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[AmShZ's solution](#)

492.

340D

[Bubble Sort Graph](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[AmShZ's solution](#)

493.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[AmShZ's solution](#)

494.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AmShZ's solution](#)

495.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AmShZ's solution](#)

496.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2019-09-01 · GNU C++11 (first AC) · Tags: data structures, dp, implementation

[AmShZ's solution](#)

497.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,996 global accepts · Rating: 1500 · first AC: 2019-09-01 · GNU C++11 (first AC) · Tags: dp

[AmShZ's solution](#)

498.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AmShZ's solution](#)

499.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,477 global accepts · Rating: 1500 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AmShZ's solution](#)

500.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2019-07-28 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[AmShZ's solution](#)

501.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[AmShZ's solution](#)

502.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[AmShZ's solution](#)

503.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,587 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[AmShZ's solution](#)

504.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[AmShZ's solution](#)

505.

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

[AmShZ's solution](#)

506.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[AmShZ's solution](#)

507.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1600 · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[AmShZ's solution](#)

508.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[AmShZ's solution](#)

509.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[AmShZ's solution](#)

510.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[AmShZ's solution](#)

511.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[AmShZ's solution](#)

512.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[AmShZ's solution](#)

513.

1526C2

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

Quality: 29,752 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[AmShZ's solution](#)

514.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math

[AmShZ's solution](#)

515.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[AmShZ's solution](#)

516.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,609 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[AmShZ's solution](#)

517.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[AmShZ's solution](#)

518.

956B

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

Rating: 1600 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers
[AmShZ's solution](#)

519.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: trees
[AmShZ's solution](#)

520.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: math, number theory
[AmShZ's solution](#)

521.

1437D

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

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths, trees
[AmShZ's solution](#)

522.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory
[AmShZ's solution](#)

523.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,352 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[AmShZ's solution](#)

524.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation
[AmShZ's solution](#)

525.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: math
[AmShZ's solution](#)

526.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data

structures, sortings

[AmShZ's solution](#)

527.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[AmShZ's solution](#)

528.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, sortings

[AmShZ's solution](#)

529.

477A

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

Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: math

[AmShZ's solution](#)

530.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[AmShZ's solution](#)

531.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AmShZ's solution](#)

532.

1336A

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

Quality: 24,670 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[AmShZ's solution](#)

533.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[AmShZ's solution](#)

534.

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[AmShZ's solution](#)

535.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: 1600 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[AmShZ's solution](#)

536.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,127 global accepts · Rating: 1600 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AmShZ's solution](#)

537.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AmShZ's solution](#)

538.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[AmShZ's solution](#)

539.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[AmShZ's solution](#)

540.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AmShZ's solution](#)

541.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1600 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[AmShZ's solution](#)

542.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AmShZ's solution](#)

543.

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

[AmShZ's solution](#)

544.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 1600 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, probabilities, strings

[AmShZ's solution](#)

545.

1251C

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

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[AmShZ's solution](#)

546.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[AmShZ's solution](#)

547.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AmShZ's solution](#)

548.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1600 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation

[AmShZ's solution](#)

549.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[AmShZ's solution](#)

550.

615B

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

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[AmShZ's solution](#)

551.

343B

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

Quality: 17,312 global accepts · Rating: 1600 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[AmShZ's solution](#)

552.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,516 global accepts · Rating: 1600 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[AmShZ's solution](#)

553.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,596 global accepts · Rating: 1600 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[AmShZ's solution](#)

554.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1600 · first AC: 2019-08-09 · last AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[AmShZ's solution](#)

555.

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[AmShZ's solution](#)

556.

2201A2

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

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[AmShZ's solution](#)

557.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[AmShZ's solution](#)

558.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math
[AmShZ's solution](#)

559.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[AmShZ's solution](#)

560.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[AmShZ's solution](#)

561.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[AmShZ's solution](#)

562.

2053D

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

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

563.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

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

564.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths
[AmShZ's solution](#)

565.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[AmShZ's solution](#)

566.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math
[AmShZ's solution](#)

567.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[AmShZ's solution](#)

568.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[AmShZ's solution](#)

569.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[AmShZ's solution](#)

570.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[AmShZ's solution](#)

571.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[AmShZ's solution](#)

572.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AmShZ's solution](#)

573.

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[AmShZ's solution](#)

574.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[AmShZ's solution](#)

575.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[AmShZ's solution](#)

576.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[AmShZ's solution](#)

577.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation

[AmShZ's solution](#)

578.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[AmShZ's solution](#)

579.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[AmShZ's solution](#)

580.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[AmShZ's solution](#)

581.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[AmShZ's solution](#)

582.

339D

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

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[AmShZ's solution](#)

583.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[AmShZ's solution](#)

584.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AmShZ's solution](#)

585.

1381A2

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

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

[AmShZ's solution](#)

586.

1368D

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

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[AmShZ's solution](#)

587.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[AmShZ's solution](#)

588.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[AmShZ's solution](#)

589.

1340B

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

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

[AmShZ's solution](#)

590.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[AmShZ's solution](#)

591.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[AmShZ's solution](#)

592.

276D

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

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[AmShZ's solution](#)

593.

1330D

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

Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[AmShZ's solution](#)

594.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[AmShZ's solution](#)

595.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[AmShZ's solution](#)

596.

303B

[Rectangle Puzzle II](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AmShZ's solution](#)

597.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AmShZ's solution](#)

598.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[AmShZ's solution](#)

599.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AmShZ's solution](#)

600.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[AmShZ's solution](#)

601.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[AmShZ's solution](#)

602.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AmShZ's solution](#)

603.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[AmShZ's solution](#)

604.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[AmShZ's solution](#)

605.

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AmShZ's solution](#)

606.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[AmShZ's solution](#)

607.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[AmShZ's solution](#)

608.

1249E

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

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[AmShZ's solution](#)

609.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[AmShZ's solution](#)

610.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AmShZ's solution](#)

611.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[AmShZ's solution](#)

612.

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1700 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AmShZ's solution](#)

613.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[AmShZ's solution](#)

614.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2019-09-01 · GNU C++11 (first AC) · Tags: dp

[AmShZ's solution](#)

615.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2019-09-01 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[AmShZ's solution](#)

616.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AmShZ's solution](#)

617.

567D

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Quality: 5,245 global accepts · Rating: 1700 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

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618.

460C

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Quality: 6,787 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

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619.

405D

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Quality: 3,287 global accepts · Rating: 1700 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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620.

533C

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Quality: 2,439 global accepts · Rating: 1700 · first AC: 2019-07-29 · GNU C++11 (first AC) · Tags: games, greedy, implementation, math

[AmShZ's solution](#)

621.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,681 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

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622.

2196C1

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623.

2164D

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624.

2039C2

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625.

2035D

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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

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626.

1870D

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Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

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627.

1852B

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Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[AmShZ's solution](#)

628.

1852A

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Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[AmShZ's solution](#)

629.

1740E

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Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[AmShZ's solution](#)

630.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[AmShZ's solution](#)

631.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

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632.

1630B

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Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[AmShZ's solution](#)

633.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[AmShZ's solution](#)

634.

1556D

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Quality: 8,600 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[AmShZ's solution](#)

635.

1556C

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

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636.

1548B

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Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

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637.

1552D

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Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[AmShZ's solution](#)

638.

1552C

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Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[AmShZ's solution](#)

639.

946D

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Quality: 4,881 global accepts · Rating: 1800 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AmShZ's solution](#)

640.

271D

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Quality: 14,015 global accepts · Rating: 1800 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: data structures, strings

[AmShZ's solution](#)

641.

1534D

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Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[AmShZ's solution](#)

642.

776C

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Quality: 6,246 global accepts · Rating: 1800 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[AmShZ's solution](#)

643.

1517D

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Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[AmShZ's solution](#)

644.

1508B

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Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[AmShZ's solution](#)

645.

1500A

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Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

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646.

1491D

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Quality: 8,286 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[AmShZ's solution](#)

647.

1477A

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Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[AmShZ's solution](#)

648.

1466E

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Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[AmShZ's solution](#)

649.

1450D

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Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

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650.

1446B

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Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

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651.

666A

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652.

1442B

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653.

1442A

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654.

1437C

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Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[AmShZ's solution](#)

655.

1396B

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Quality: 12,944 global accepts · Rating: 1800 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy

[AmShZ's solution](#)

656.

1402A

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Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[AmShZ's solution](#)

657.

894B

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Quality: 4,700 global accepts · Rating: 1800 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[AmShZ's solution](#)

658.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[AmShZ's solution](#)

659.

1388C

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Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees
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660.

706D

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Quality: 12,594 global accepts · Rating: 1800 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, trees
[AmShZ's solution](#)

661.

274B

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Quality: 5,571 global accepts · Rating: 1800 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[AmShZ's solution](#)

662.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers
[AmShZ's solution](#)

663.

1339D

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

Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees
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664.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees
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665.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math
[AmShZ's solution](#)

666.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[AmShZ's solution](#)

667.

1330C

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Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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668.

220B

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Quality: 12,891 global accepts · Rating: 1800 · first AC: 2020-03-24 · last AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
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669.

77B

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Quality: 2,867 global accepts · Rating: 1800 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

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670.

482B

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Quality: 7,732 global accepts · Rating: 1800 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, trees

[AmShZ's solution](#)

671.

1133E

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Quality: 6,444 global accepts · Rating: 1800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

[AmShZ's solution](#)

672.

1213G

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Quality: 9,534 global accepts · Rating: 1800 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

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673.

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[AmShZ's solution](#)

674.

1291D

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[AmShZ's solution](#)

675.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AmShZ's solution](#)

676.

1255E1

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Rating: 1800 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[AmShZ's solution](#)

677.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[AmShZ's solution](#)

678.

187B

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Quality: 2,344 global accepts · Rating: 1800 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

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679.

652D

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Quality: 4,798 global accepts · Rating: 1800 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

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680.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 1800 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[AmShZ's solution](#)

681.

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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682.

402D

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Quality: 2,787 global accepts · Rating: 1800 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

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683.

914C

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Quality: 4,210 global accepts · Rating: 1800 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

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684.

371D

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Quality: 6,477 global accepts · Rating: 1800 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[AmShZ's solution](#)

685.

173B

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Quality: 3,990 global accepts · Rating: 1800 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths

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686.

1186C

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Quality: 6,547 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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687.

61D

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Quality: 7,639 global accepts · Rating: 1800 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

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688.

161D

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[AmShZ's solution](#)

689.

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AmShZ's solution](#)

690.

358D

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Quality: 4,505 global accepts · Rating: 1800 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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691.

1196E

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Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[AmShZ's solution](#)

692.

363D

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Quality: 4,331 global accepts · Rating: 1800 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[AmShZ's solution](#)

693.

448D

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

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[AmShZ's solution](#)

694.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[AmShZ's solution](#)

695.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[AmShZ's solution](#)

696.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[AmShZ's solution](#)

697.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[AmShZ's solution](#)

698.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[AmShZ's solution](#)

699.

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AmShZ's solution](#)

700.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[AmShZ's solution](#)

701.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[AmShZ's solution](#)

702.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[AmShZ's solution](#)

703.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[AmShZ's solution](#)

704.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[AmShZ's solution](#)

705.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2020-03-16 · last AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[AmShZ's solution](#)

706.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[AmShZ's solution](#)

707.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[AmShZ's solution](#)

708.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[AmShZ's solution](#)

709.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AmShZ's solution](#)

710.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games
[AmShZ's solution](#)

711.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers
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712.

1483B

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Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation
[AmShZ's solution](#)

713.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy
[AmShZ's solution](#)

714.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[AmShZ's solution](#)

715.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[AmShZ's solution](#)

716.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory
[AmShZ's solution](#)

717.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[AmShZ's solution](#)

718.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings
[AmShZ's solution](#)

719.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers
[AmShZ's solution](#)

720.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 1900 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: matrices

[AmShZ's solution](#)

721.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[AmShZ's solution](#)

722.

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2020-10-16 · GNU C++11 (first AC) · Tags: data structures

[AmShZ's solution](#)

723.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: data structures

[AmShZ's solution](#)

724.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[AmShZ's solution](#)

725.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, trees

[AmShZ's solution](#)

726.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[AmShZ's solution](#)

727.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[AmShZ's solution](#)

728.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[AmShZ's solution](#)

729.

1361B

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

[AmShZ's solution](#)

730.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,854 global accepts · Rating: 1900 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games,

implementation, strings, trees

[AmShZ's solution](#)

731.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[AmShZ's solution](#)

732.

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[AmShZ's solution](#)

733.

1353E

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

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[AmShZ's solution](#)

734.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[AmShZ's solution](#)

735.

477B

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

Rating: 1900 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: math

[AmShZ's solution](#)

736.

1348D

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

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

[AmShZ's solution](#)

737.

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[AmShZ's solution](#)

738.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,543 global accepts · Rating: 1900 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[AmShZ's solution](#)

739.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[AmShZ's solution](#)

740.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,607 global accepts · Rating: 1900 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[AmShZ's solution](#)

741.

959E

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

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[AmShZ's solution](#)

742.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1900 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AmShZ's solution](#)

743.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[AmShZ's solution](#)

744.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[AmShZ's solution](#)

745.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[AmShZ's solution](#)

746.

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[AmShZ's solution](#)

747.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1900 · first AC: 2020-02-24 · last AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[AmShZ's solution](#)

748.

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[AmShZ's solution](#)

749.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math

[AmShZ's solution](#)

750.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[AmShZ's solution](#)

751.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[AmShZ's solution](#)

752.

1183H

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

Quality: 3,644 global accepts · Rating: 1900 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[AmShZ's solution](#)

753.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[AmShZ's solution](#)

754.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[AmShZ's solution](#)

755.

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
[AmShZ's solution](#)

756.

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths
[AmShZ's solution](#)

757.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[AmShZ's solution](#)

758.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,388 global accepts · Rating: 1900 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths
[AmShZ's solution](#)

759.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[AmShZ's solution](#)

760.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings
[AmShZ's solution](#)

761.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,933 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[AmShZ's solution](#)

762.

1277D

[Let's Play the Words? · Tutorial](#)

Quality: 3,276 global accepts · Rating: 1900 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, math

[AmShZ's solution](#)

763.

1265D

[Beautiful Sequence · Tutorial](#)

Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AmShZ's solution](#)

764.

566D

[Restructuring Company · Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[AmShZ's solution](#)

765.

479E

[Riding in a Lift · Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[AmShZ's solution](#)

766.

1243D

[0-1 MST · Tutorial](#)

Rating: 1900 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, two pointers

[AmShZ's solution](#)

767.

930C

[Teodor is not a liar! · Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[AmShZ's solution](#)

768.

327D

[Block Tower · Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AmShZ's solution](#)

769.

500D

[New Year Santa Network · Tutorial](#)

Quality: 3,278 global accepts · Rating: 1900 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[AmShZ's solution](#)

770.

110E

[Lucky Tree · Tutorial](#)

Rating: 1900 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, trees

[AmShZ's solution](#)

771.

1251D

[Salary Changing · Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[AmShZ's solution](#)

772.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AmShZ's solution](#)

773.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[AmShZ's solution](#)

774.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AmShZ's solution](#)

775.

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[AmShZ's solution](#)

776.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[AmShZ's solution](#)

777.

5C

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

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2019-07-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[AmShZ's solution](#)

778.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[AmShZ's solution](#)

779.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[AmShZ's solution](#)

780.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[AmShZ's solution](#)

781.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[AmShZ's solution](#)

782.

2062E1

[The Game \(Easy Version\) · Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[AmShZ's solution](#)

783.

2057D

[Gifts Order · Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[AmShZ's solution](#)

784.

2048E

[Kevin and Bipartite Graph · Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[AmShZ's solution](#)

785.

1951E

[No Palindromes · Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[AmShZ's solution](#)

786.

1951D

[Buying Jewels · Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AmShZ's solution](#)

787.

1893C

[Freedom of Choice · Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[AmShZ's solution](#)

788.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[AmShZ's solution](#)

789.

1696E

[Placing Jinas · Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[AmShZ's solution](#)

790.

1685B

[Linguistics · Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[AmShZ's solution](#)

791.

1672F1

[Array Shuffling · Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[AmShZ's solution](#)

792.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[AmShZ's solution](#)

793.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[AmShZ's solution](#)

794.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[AmShZ's solution](#)

795.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[AmShZ's solution](#)

796.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[AmShZ's solution](#)

797.

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AmShZ's solution](#)

798.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2000 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[AmShZ's solution](#)

799.

39E

[What Has Dirichlet Got to Do with That?](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[AmShZ's solution](#)

800.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2000 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[AmShZ's solution](#)

801.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[AmShZ's solution](#)

802.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: dp

[AmShZ's solution](#)

803.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[AmShZ's solution](#)

804.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[AmShZ's solution](#)

805.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[AmShZ's solution](#)

806.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[AmShZ's solution](#)

807.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: dp

[AmShZ's solution](#)

808.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[AmShZ's solution](#)

809.

432D

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

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings, two pointers

[AmShZ's solution](#)

810.

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: data structures

[AmShZ's solution](#)

811.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[AmShZ's solution](#)

812.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[AmShZ's solution](#)

813.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[AmShZ's solution](#)

814.

641E

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

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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815.

360B

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817.

621E

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818.

514C

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819.

494B

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820.

346B

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821.

204C

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822.

235B

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823.

1349C

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824.

1349B

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825.

1344B

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826.

1190D

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827.

1198C

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828.

63E

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829.

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830.

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831.

380C

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832.

242E

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1256E

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834.

1256F

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835.

366D

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836.

1183G

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837.

1210C

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838.

27E

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839.

900D

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840.

1288E

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841.

1296E2

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842.

1294F

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843.

1204D1

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844.

118E

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845.

1156C

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846.

1185E

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847.

1183E

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848.

1209G1

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849.

1214E

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851.

1234E

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854.

1244E

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855.

920F

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856.

629D

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857.

20B

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858.

1288D

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859.

33D

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860.

877E

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861.

545E

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862.

383C

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863.

1269D

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864.

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865.

1281E

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866.

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578C

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870.

598E

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875.

2124E

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877.

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879.

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880.

734E

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882.

1628D1

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883.

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1530E

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887.

1511E

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889.

1479B2

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1464B

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891.

766E

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892.

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893.

1450C1

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894.

45H

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895.

1446C

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896.

103D

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897.

551D

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898.

1117D

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899.

1393D

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900.

665E

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901.

631D

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Quality: 2,390 global accepts · Rating: 2100 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

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902.

1056E

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903.

1223E

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904.

1332E

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905.

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906.

1252K

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907.

1267K

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908.

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909.

1184A2

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910.

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911.

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912.

781C

[Underground Lab · Tutorial](#)

Rating: 2100 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[AmShZ's solution](#)

913.

1300E

[Water Balance · Tutorial](#)

Rating: 2100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[AmShZ's solution](#)

914.

343D

[Water Tree · Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

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915.

1187E

[Tree Painting · Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[AmShZ's solution](#)

916.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory

[AmShZ's solution](#)

917.

850B

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Quality: 2,132 global accepts · Rating: 2100 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[AmShZ's solution](#)

918.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2020-03-12 · last AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[AmShZ's solution](#)

919.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[AmShZ's solution](#)

920.

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[AmShZ's solution](#)

921.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[AmShZ's solution](#)

922.

1312E

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Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AmShZ's solution](#)

923.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[AmShZ's solution](#)

924.

215E

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

Quality: 672 global accepts · Rating: 2100 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[AmShZ's solution](#)

925.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, strings

[AmShZ's solution](#)

926.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[AmShZ's solution](#)

927.

466E

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Quality: 2,618 global accepts · Rating: 2100 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[AmShZ's solution](#)

928.

519E

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Quality: 8,359 global accepts · Rating: 2100 · first AC: 2020-02-20 · last AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[AmShZ's solution](#)

929.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[AmShZ's solution](#)

930.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[AmShZ's solution](#)

931.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AmShZ's solution](#)

932.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation

[AmShZ's solution](#)

933.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AmShZ's solution](#)

934.

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[AmShZ's solution](#)

935.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, trees

[AmShZ's solution](#)

936.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[AmShZ's solution](#)

937.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[AmShZ's solution](#)

938.

1265E

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

Quality: 4,522 global accepts · Rating: 2100 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, probabilities

[AmShZ's solution](#)

939.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[AmShZ's solution](#)

940.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[AmShZ's solution](#)

941.

609E

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

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[AmShZ's solution](#)

942.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[AmShZ's solution](#)

943.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[AmShZ's solution](#)

944.

386D

[Game with Points](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2100 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[AmShZ's solution](#)

945.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[AmShZ's solution](#)

946.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[AmShZ's solution](#)

947.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, number theory, trees

[AmShZ's solution](#)

948.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[AmShZ's solution](#)

949.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-31 · last AC: 2019-08-03 · GNU C++11 (first AC) · Tags: data structures, two pointers

[AmShZ's solution](#)

950.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[AmShZ's solution](#)

951.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[AmShZ's solution](#)

952.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[AmShZ's solution](#)

953.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[AmShZ's solution](#)

954.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[AmShZ's solution](#)

955.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[AmShZ's solution](#)

956.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[AmShZ's solution](#)

957.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[AmShZ's solution](#)

958.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[AmShZ's solution](#)

959.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[AmShZ's solution](#)

960.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[AmShZ's solution](#)

961.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[AmShZ's solution](#)

962.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[AmShZ's solution](#)

963.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[AmShZ's solution](#)

964.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[AmShZ's solution](#)

965.

946E

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

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AmShZ's solution](#)

966.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AmShZ's solution](#)

967.

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[AmShZ's solution](#)

968.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[AmShZ's solution](#)

969.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AmShZ's solution](#)

970.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[AmShZ's solution](#)

971.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[AmShZ's solution](#)

972.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[AmShZ's solution](#)

973.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[AmShZ's solution](#)

974.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[AmShZ's solution](#)

975.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[AmShZ's solution](#)

976.

958B2

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

Quality: 747 global accepts · Rating: 2200 · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[AmShZ's solution](#)

977.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[AmShZ's solution](#)

978.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: data structures

[AmShZ's solution](#)

979.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[AmShZ's solution](#)

980.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: binary search, data structures

[AmShZ's solution](#)

981.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, trees

[AmShZ's solution](#)

982.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2200 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: data structures

[AmShZ's solution](#)

983.

191E

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Quality: 959 global accepts · Rating: 2200 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees

[AmShZ's solution](#)

984.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,730 global accepts · Rating: 2200 · first AC: 2020-06-11 · last AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[AmShZ's solution](#)

985.

282E

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

Quality: 4,328 global accepts · Rating: 2200 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees

[AmShZ's solution](#)

986.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[AmShZ's solution](#)

987.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[AmShZ's solution](#)

988.

477C

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

Rating: 2200 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dp

[AmShZ's solution](#)

989.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2020-04-29 · last AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[AmShZ's solution](#)

990.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[AmShZ's solution](#)

991.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[AmShZ's solution](#)

992.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[AmShZ's solution](#)

993.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[AmShZ's solution](#)

994.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[AmShZ's solution](#)

995.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[AmShZ's solution](#)

996.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[AmShZ's solution](#)

997.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AmShZ's solution](#)

998.

1339E

[Perfect Triples](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[AmShZ's solution](#)

999.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[AmShZ's solution](#)

1000.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AmShZ's solution](#)

1001.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs

[AmShZ's solution](#)

1002.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[AmShZ's solution](#)

1003.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[AmShZ's solution](#)

1004.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[AmShZ's solution](#)

1005.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[AmShZ's solution](#)

1006.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2020-01-06 · last AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AmShZ's solution](#)

1007.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, divide and conquer, trees

[AmShZ's solution](#)

1008.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[AmShZ's solution](#)

1009.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[AmShZ's solution](#)

1010.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[AmShZ's solution](#)

1011.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[AmShZ's solution](#)

1012.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[AmShZ's solution](#)

1013.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[AmShZ's solution](#)

1014.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[AmShZ's solution](#)

1015.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory

[AmShZ's solution](#)

1016.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[AmShZ's solution](#)

1017.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[AmShZ's solution](#)

1018.

505D

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

Quality: 2,932 global accepts · Rating: 2200 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[AmShZ's solution](#)

1019.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[AmShZ's solution](#)

1020.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, trees

[AmShZ's solution](#)

1021.

1231E

[Middle-Out](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2200 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[AmShZ's solution](#)

1022.

559C

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

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[AmShZ's solution](#)

1023.

183C

[Cyclic Coloring](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[AmShZ's solution](#)

1024.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[AmShZ's solution](#)

1025.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[AmShZ's solution](#)

1026.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[AmShZ's solution](#)

1027.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[AmShZ's solution](#)

1028.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[AmShZ's solution](#)

1029.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2019-11-28 · last AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AmShZ's solution](#)

1030.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[AmShZ's solution](#)

1031.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths

[AmShZ's solution](#)

1032.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[AmShZ's solution](#)

1033.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[AmShZ's solution](#)

1034.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, math

[AmShZ's solution](#)

1035.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[AmShZ's solution](#)

1036.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[AmShZ's solution](#)

1037.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[AmShZ's solution](#)

1038.

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

[AmShZ's solution](#)

1039.

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

[AmShZ's solution](#)

1040.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[AmShZ's solution](#)

1041.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[AmShZ's solution](#)

1042.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[AmShZ's solution](#)

1043.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[AmShZ's solution](#)

1044.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[AmShZ's solution](#)

1045.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[AmShZ's solution](#)

1046.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2021-11-19 · last AC: 2022-03-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[AmShZ's solution](#)

1047.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[AmShZ's solution](#)

1048.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[AmShZ's solution](#)

1049.

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, shortest paths

[AmShZ's solution](#)

1050.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AmShZ's solution](#)

1051.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,081 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[AmShZ's solution](#)

1052.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, graphs

[AmShZ's solution](#)

1053.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AmShZ's solution](#)

1054.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,082 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[AmShZ's solution](#)

1055.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[AmShZ's solution](#)

1056.

432E

[Square Tiling](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AmShZ's solution](#)

1057.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[AmShZ's solution](#)

1058.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[AmShZ's solution](#)

1059.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[AmShZ's solution](#)

1060.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[AmShZ's solution](#)

1061.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy

[AmShZ's solution](#)

1062.

313E

[Ilya and Two Numbers](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2300 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[AmShZ's solution](#)

1063.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2300 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AmShZ's solution](#)

1064.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[AmShZ's solution](#)

1065.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing

[AmShZ's solution](#)

1066.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[AmShZ's solution](#)

1067.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[AmShZ's solution](#)

1068.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[AmShZ's solution](#)

1069.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[AmShZ's solution](#)

1070.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AmShZ's solution](#)

1071.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[AmShZ's solution](#)

1072.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[AmShZ's solution](#)

1073.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[AmShZ's solution](#)

1074.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[AmShZ's solution](#)

1075.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AmShZ's solution](#)

1076.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[AmShZ's solution](#)

1077.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[AmShZ's solution](#)

1078.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[AmShZ's solution](#)

1079.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[AmShZ's solution](#)

1080.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory, two pointers

[AmShZ's solution](#)

1081.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2020-12-26 · GNU C++11 (first AC) · Tags: dp, trees

[AmShZ's solution](#)

1082.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[AmShZ's solution](#)

1083.

748F

[Santa Clauses and a Soccer Championship](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2300 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[AmShZ's solution](#)

1084.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[AmShZ's solution](#)

1085.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[AmShZ's solution](#)

1086.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[AmShZ's solution](#)

1087.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[AmShZ's solution](#)

1088.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2300 · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[AmShZ's solution](#)

1089.

898F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, math
[AmShZ's solution](#)

1090.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[AmShZ's solution](#)

1091.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: string suffix structures
[AmShZ's solution](#)

1092.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: string suffix structures
[AmShZ's solution](#)

1093.

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers
[AmShZ's solution](#)

1094.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: graphs, hashing, sortings
[AmShZ's solution](#)

1095.

414D

[Mashmikh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, trees, two pointers
[AmShZ's solution](#)

1096.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: data structures, dp, greedy
[AmShZ's solution](#)

1097.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: dp, math, matrices, number theory
[AmShZ's solution](#)

1098.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[AmShZ's solution](#)

1099.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[AmShZ's solution](#)

1100.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: data structures, math

[AmShZ's solution](#)

1101.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[AmShZ's solution](#)

1102.

38G

[Queue](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 2300 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AmShZ's solution](#)

1103.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[AmShZ's solution](#)

1104.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[AmShZ's solution](#)

1105.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, probabilities

[AmShZ's solution](#)

1106.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation

[AmShZ's solution](#)

1107.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[AmShZ's solution](#)

1108.

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[AmShZ's solution](#)

1109.

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[AmShZ's solution](#)

1110.

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[AmShZ's solution](#)

1111.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2020-04-03 · last AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[AmShZ's solution](#)

1112.

1236D

[Alice and the Doll](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[AmShZ's solution](#)

1113.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, hashing

[AmShZ's solution](#)

1114.

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[AmShZ's solution](#)

1115.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AmShZ's solution](#)

1116.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2020-03-13 · last AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[AmShZ's solution](#)

1117.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[AmShZ's solution](#)

1118.

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[AmShZ's solution](#)

1119.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AmShZ's solution](#)

1120.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees

[AmShZ's solution](#)

1121.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[AmShZ's solution](#)

1122.

141D

[Take-off Ramps](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2300 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[AmShZ's solution](#)

1123.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2020-01-11 · last AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[AmShZ's solution](#)

1124.

403D

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

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[AmShZ's solution](#)

1125.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[AmShZ's solution](#)

1126.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[AmShZ's solution](#)

1127.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[AmShZ's solution](#)

1128.

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

[AmShZ's solution](#)

1129.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[AmShZ's solution](#)

1130.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, math, number theory

[AmShZ's solution](#)

1131.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[AmShZ's solution](#)

1132.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[AmShZ's solution](#)

1133.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[AmShZ's solution](#)

1134.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[AmShZ's solution](#)

1135.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: flows, trees

[AmShZ's solution](#)

1136.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[AmShZ's solution](#)

1137.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft

[AmShZ's solution](#)

1138.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2400 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[AmShZ's solution](#)

1139.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[AmShZ's solution](#)

1140.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[AmShZ's solution](#)

1141.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[AmShZ's solution](#)

1142.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[AmShZ's solution](#)

1143.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[AmShZ's solution](#)

1144.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs

[AmShZ's solution](#)

1145.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AmShZ's solution](#)

1146.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[AmShZ's solution](#)

1147.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[AmShZ's solution](#)

1148.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[AmShZ's solution](#)

1149.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[AmShZ's solution](#)

1150.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices

[AmShZ's solution](#)

1151.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2020-12-06 · last AC: 2021-06-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[AmShZ's solution](#)

1152.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, sortings

[AmShZ's solution](#)

1153.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[AmShZ's solution](#)

1154.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[AmShZ's solution](#)

1155.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[AmShZ's solution](#)

1156.

673E

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[AmShZ's solution](#)

1157.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[AmShZ's solution](#)

1158.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[AmShZ's solution](#)

1159.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[AmShZ's solution](#)

1160.

1074D

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

Rating: 2400 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, hashing

[AmShZ's solution](#)

1161.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[AmShZ's solution](#)

1162.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[AmShZ's solution](#)

1163.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[AmShZ's solution](#)

1164.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[AmShZ's solution](#)

1165.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[AmShZ's solution](#)

1166.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[AmShZ's solution](#)

1167.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[AmShZ's solution](#)

1168.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[AmShZ's solution](#)

1169.

1202E

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

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, string suffix structures, strings

[AmShZ's solution](#)

1170.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[AmShZ's solution](#)

1171.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: dp, trees, two pointers

[AmShZ's solution](#)

1172.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: dsu, string suffix structures, strings
[AmShZ's solution](#)

1173.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2020-11-07 · last AC: 2020-11-08 · GNU C++11 (first AC) · Tags: data structures, dsu, string suffix structures, strings
[AmShZ's solution](#)

1174.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings
[AmShZ's solution](#)

1175.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: data structures, sortings
[AmShZ's solution](#)

1176.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs
[AmShZ's solution](#)

1177.

959F

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

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, matrices
[AmShZ's solution](#)

1178.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[AmShZ's solution](#)

1179.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2020-10-16 · GNU C++11 (first AC) · Tags: data structures, dp, number theory
[AmShZ's solution](#)

1180.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2020-10-16 · GNU C++11 (first AC) · Tags: data structures
[AmShZ's solution](#)

1181.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees
[AmShZ's solution](#)

1182.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AmShZ's solution](#)

1183.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AmShZ's solution](#)

1184.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AmShZ's solution](#)

1185.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[AmShZ's solution](#)

1186.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[AmShZ's solution](#)

1187.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[AmShZ's solution](#)

1188.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[AmShZ's solution](#)

1189.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[AmShZ's solution](#)

1190.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[AmShZ's solution](#)

1191.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[AmShZ's solution](#)

1192.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[AmShZ's solution](#)

1193.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[AmShZ's solution](#)

1194.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[AmShZ's solution](#)

1195.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[AmShZ's solution](#)

1196.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[AmShZ's solution](#)

1197.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[AmShZ's solution](#)

1198.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[AmShZ's solution](#)

1199.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AmShZ's solution](#)

1200.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2020-04-05 · last AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[AmShZ's solution](#)

1201.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2020-03-30 · last AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[AmShZ's solution](#)

1202.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[AmShZ's solution](#)

1203.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory
[AmShZ's solution](#)

1204.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices
[AmShZ's solution](#)

1205.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[AmShZ's solution](#)

1206.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft, math
[AmShZ's solution](#)

1207.

506D

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

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[AmShZ's solution](#)

1208.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[AmShZ's solution](#)

1209.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[AmShZ's solution](#)

1210.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation
[AmShZ's solution](#)

1211.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[AmShZ's solution](#)

1212.

29E

[Quarrel](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2400 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[AmShZ's solution](#)

1213.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,299 global accepts · Rating: 2400 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AmShZ's solution](#)

1214.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[AmShZ's solution](#)

1215.

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2019-12-17 · last AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[AmShZ's solution](#)

1216.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[AmShZ's solution](#)

1217.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[AmShZ's solution](#)

1218.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[AmShZ's solution](#)

1219.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[AmShZ's solution](#)

1220.

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

[AmShZ's solution](#)

1221.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[AmShZ's solution](#)

1222.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and

similar, dp, trees

[AmShZ's solution](#)

1223.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[AmShZ's solution](#)

1224.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[AmShZ's solution](#)

1225.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[AmShZ's solution](#)

1226.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[AmShZ's solution](#)

1227.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[AmShZ's solution](#)

1228.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[AmShZ's solution](#)

1229.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[AmShZ's solution](#)

1230.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[AmShZ's solution](#)

1231.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[AmShZ's solution](#)

1232.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2022-01-12 · last AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
[AmShZ's solution](#)

1233.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft
[AmShZ's solution](#)

1234.

135D

[Cycle](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 2500 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation
[AmShZ's solution](#)

1235.

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[AmShZ's solution](#)

1236.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures
[AmShZ's solution](#)

1237.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs
[AmShZ's solution](#)

1238.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[AmShZ's solution](#)

1239.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[AmShZ's solution](#)

1240.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp
[AmShZ's solution](#)

1241.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[AmShZ's solution](#)

1242.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math
[AmShZ's solution](#)

1243.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[AmShZ's solution](#)

1244.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[AmShZ's solution](#)

1245.

735E

[Ostap and Tree](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[AmShZ's solution](#)

1246.

946G

[Almost Increasing Array](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2500 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[AmShZ's solution](#)

1247.

1055E

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[AmShZ's solution](#)

1248.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[AmShZ's solution](#)

1249.

152E

[Garden](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[AmShZ's solution](#)

1250.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[AmShZ's solution](#)

1251.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[AmShZ's solution](#)

1252.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[AmShZ's solution](#)

1253.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[AmShZ's solution](#)

1254.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[AmShZ's solution](#)

1255.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[AmShZ's solution](#)

1256.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[AmShZ's solution](#)

1257.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, strings

[AmShZ's solution](#)

1258.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp

[AmShZ's solution](#)

1259.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[AmShZ's solution](#)

1260.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[AmShZ's solution](#)

1261.

1320D

[Reachable Strings](#) · [Tutorial](#)

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[AmShZ's solution](#)

1262.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[AmShZ's solution](#)

1263.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[AmShZ's solution](#)

1264.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: data structures

[AmShZ's solution](#)

1265.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: combinatorics, graphs

[AmShZ's solution](#)

1266.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: combinatorics, strings

[AmShZ's solution](#)

1267.

729F

[Financiers Game](#) · [Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AmShZ's solution](#)

1268.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[AmShZ's solution](#)

1269.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[AmShZ's solution](#)

1270.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: data structures, number theory

[AmShZ's solution](#)

1271.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: data structures, strings

[AmShZ's solution](#)

1272.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[AmShZ's solution](#)

1273.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2020-09-18 · GNU C++11 (first AC) · Tags: data structures

[AmShZ's solution](#)

1274.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[AmShZ's solution](#)

1275.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[AmShZ's solution](#)

1276.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[AmShZ's solution](#)

1277.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[AmShZ's solution](#)

1278.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[AmShZ's solution](#)

1279.

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[AmShZ's solution](#)

1280.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[AmShZ's solution](#)

1281.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2020-03-21 · last AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[AmShZ's solution](#)

1282.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2020-03-18 · last AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[AmShZ's solution](#)

1283.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[AmShZ's solution](#)

1284.

501E

[Misha and Palindrome Degree](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation

[AmShZ's solution](#)

1285.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[AmShZ's solution](#)

1286.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[AmShZ's solution](#)

1287.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[AmShZ's solution](#)

1288.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[AmShZ's solution](#)

1289.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[AmShZ's solution](#)

1290.

508D

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

Quality: 4,231 global accepts · Rating: 2500 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[AmShZ's solution](#)

1291.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[AmShZ's solution](#)

1292.

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[AmShZ's solution](#)

1293.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[AmShZ's solution](#)

1294.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[AmShZ's solution](#)

1295.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-10-25 · last AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[AmShZ's solution](#)

1296.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2600 · first AC: 2024-10-25 · last AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[AmShZ's solution](#)

1297.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[AmShZ's solution](#)

1298.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[AmShZ's solution](#)

1299.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[AmShZ's solution](#)

1300.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[AmShZ's solution](#)

1301.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft

[AmShZ's solution](#)

1302.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[AmShZ's solution](#)

1303.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[AmShZ's solution](#)

1304.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2600 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[AmShZ's solution](#)

1305.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[AmShZ's solution](#)

1306.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[AmShZ's solution](#)

1307.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[AmShZ's solution](#)

1308.

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[AmShZ's solution](#)

1309.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[AmShZ's solution](#)

1310.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[AmShZ's solution](#)

1311.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[AmShZ's solution](#)

1312.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[AmShZ's solution](#)

1313.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[AmShZ's solution](#)

1314.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[AmShZ's solution](#)

1315.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[AmShZ's solution](#)**1316.**

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2021-01-30 · last AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[AmShZ's solution](#)**1317.**

750E

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

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[AmShZ's solution](#)**1318.**

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AmShZ's solution](#)**1319.**

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[AmShZ's solution](#)**1320.**

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[AmShZ's solution](#)**1321.**

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2600 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: combinatorics, dp

[AmShZ's solution](#)**1322.**

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2600 · first AC: 2020-12-28 · last AC: 2020-12-28 · GNU C++11 (first AC) · Tags: combinatorics, dp

[AmShZ's solution](#)**1323.**

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[AmShZ's solution](#)**1324.**

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2600 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[AmShZ's solution](#)**1325.**

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2600 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation

[AmShZ's solution](#)

1326.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: brute force, data structures

[AmShZ's solution](#)

1327.

382E

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

Quality: 432 global accepts · Rating: 2600 · first AC: 2020-12-13 · GNU C++11 (first AC) · Tags: combinatorics, dp

[AmShZ's solution](#)

1328.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[AmShZ's solution](#)

1329.

1447F1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[AmShZ's solution](#)

1330.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[AmShZ's solution](#)

1331.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[AmShZ's solution](#)

1332.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2020-11-07 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[AmShZ's solution](#)

1333.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[AmShZ's solution](#)

1334.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, two pointers

[AmShZ's solution](#)

1335.

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[AmShZ's solution](#)

1336.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2020-10-16 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer

[AmShZ's solution](#)

1337.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: data structures, greedy

[AmShZ's solution](#)

1338.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2020-10-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[AmShZ's solution](#)

1339.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths

[AmShZ's solution](#)

1340.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: data structures, trees

[AmShZ's solution](#)

1341.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AmShZ's solution](#)

1342.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2020-10-09 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[AmShZ's solution](#)

1343.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2020-10-08 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[AmShZ's solution](#)

1344.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[AmShZ's solution](#)

1345.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[AmShZ's solution](#)

1346.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[AmShZ's solution](#)

1347.

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2020-08-23 · GNU C++11 (first AC) · Tags: data structures

[AmShZ's solution](#)

1348.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[AmShZ's solution](#)

1349.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[AmShZ's solution](#)

1350.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, probabilities

[AmShZ's solution](#)

1351.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[AmShZ's solution](#)

1352.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2600 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[AmShZ's solution](#)

1353.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[AmShZ's solution](#)

1354.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AmShZ's solution](#)

1355.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[AmShZ's solution](#)

1356.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[AmShZ's solution](#)

1357.

703E

[Mishka and Divisors](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 2600 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[AmShZ's solution](#)

1358.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2020-02-29 · last AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[AmShZ's solution](#)

1359.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[AmShZ's solution](#)

1360.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AmShZ's solution](#)

1361.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[AmShZ's solution](#)

1362.

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[AmShZ's solution](#)

1363.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AmShZ's solution](#)

1364.

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, geometry, graphs, sortings

[AmShZ's solution](#)

1365.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[AmShZ's solution](#)

1366.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[AmShZ's solution](#)

1367.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[AmShZ's solution](#)

1368.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[AmShZ's solution](#)

1369.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2021-12-12 · last AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities, trees

[AmShZ's solution](#)

1370.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs

[AmShZ's solution](#)

1371.

76C

[Mutation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2700 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[AmShZ's solution](#)

1372.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[AmShZ's solution](#)

1373.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2700 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[AmShZ's solution](#)

1374.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[AmShZ's solution](#)

1375.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2021-04-05 · last AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[AmShZ's solution](#)

1376.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory, trees

[AmShZ's solution](#)

1377.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[AmShZ's solution](#)

1378.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[AmShZ's solution](#)

1379.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings

[AmShZ's solution](#)

1380.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2020-12-27 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[AmShZ's solution](#)

1381.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[AmShZ's solution](#)

1382.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[AmShZ's solution](#)

1383.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[AmShZ's solution](#)

1384.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[AmShZ's solution](#)

1385.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2020-11-13 · last AC: 2020-11-13 · GNU C++11 (first AC) · Tags: data structures, implementation, trees

[AmShZ's solution](#)

1386.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: data structures

[AmShZ's solution](#)

1387.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: dp, matrices

[AmShZ's solution](#)

1388.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: dp, matrices

[AmShZ's solution](#)

1389.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[AmShZ's solution](#)

1390.

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: data structures

[AmShZ's solution](#)

1391.

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2020-10-09 · GNU C++11 (first AC) · Tags: binary search, dsu, trees

[AmShZ's solution](#)

1392.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2020-10-09 · GNU C++11 (first AC) · Tags: data structures

[AmShZ's solution](#)

1393.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2020-10-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[AmShZ's solution](#)

1394.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[AmShZ's solution](#)

1395.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AmShZ's solution](#)

1396.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[AmShZ's solution](#)

1397.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[AmShZ's solution](#)

1398.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AmShZ's solution](#)

1399.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[AmShZ's solution](#)

1400.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[AmShZ's solution](#)

1401.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[AmShZ's solution](#)

1402.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[AmShZ's solution](#)

1403.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[AmShZ's solution](#)

1404.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[AmShZ's solution](#)

1405.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[AmShZ's solution](#)

1406.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[AmShZ's solution](#)

1407.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[AmShZ's solution](#)

1408.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[AmShZ's solution](#)

1409.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[AmShZ's solution](#)

1410.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AmShZ's solution](#)

1411.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[AmShZ's solution](#)

1412.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[AmShZ's solution](#)

1413.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, fft, math

[AmShZ's solution](#)

1414.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[AmShZ's solution](#)

1415.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[AmShZ's solution](#)

1416.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[AmShZ's solution](#)

1417.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AmShZ's solution](#)

1418.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[AmShZ's solution](#)

1419.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[AmShZ's solution](#)

1420.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, data structures,

divide and conquer, dsu

[AmShZ's solution](#)

1421.

1071D

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

Rating: 2800 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math

[AmShZ's solution](#)

1422.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[AmShZ's solution](#)

1423.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[AmShZ's solution](#)

1424.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2021-02-25 · last AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[AmShZ's solution](#)

1425.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[AmShZ's solution](#)

1426.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[AmShZ's solution](#)

1427.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2021-02-10 · last AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, probabilities

[AmShZ's solution](#)

1428.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[AmShZ's solution](#)

1429.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AmShZ's solution](#)

1430.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2800 · first AC: 2021-02-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[AmShZ's solution](#)

1431.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths
[AmShZ's solution](#)

1432.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2021-01-17 · last AC: 2021-01-17 · GNU C++11 (first AC) · Tags: binary search, data structures, trees
[AmShZ's solution](#)

1433.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2020-12-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, trees
[AmShZ's solution](#)

1434.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees
[AmShZ's solution](#)

1435.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[AmShZ's solution](#)

1436.

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer
[AmShZ's solution](#)

1437.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
[AmShZ's solution](#)

1438.

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: bitmasks, dp
[AmShZ's solution](#)

1439.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: data structures
[AmShZ's solution](#)

1440.

283E

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

Quality: 856 global accepts · Rating: 2800 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math
[AmShZ's solution](#)

1441.

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: data structures, graphs, trees

[AmShZ's solution](#)

1442.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2020-10-14 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[AmShZ's solution](#)

1443.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[AmShZ's solution](#)

1444.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[AmShZ's solution](#)

1445.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[AmShZ's solution](#)

1446.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[AmShZ's solution](#)

1447.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[AmShZ's solution](#)

1448.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, geometry

[AmShZ's solution](#)

1449.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2020-03-16 · last AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AmShZ's solution](#)

1450.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[AmShZ's solution](#)

1451.

717I

[Cowboy Beblor at his computer](#) · [Tutorial](#)

Quality: 214 global accepts · Rating: 2800 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[AmShZ's solution](#)

1452.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[AmShZ's solution](#)

1453.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2900 · first AC: 2023-07-15 · last AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[AmShZ's solution](#)

1454.

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[AmShZ's solution](#)

1455.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[AmShZ's solution](#)

1456.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[AmShZ's solution](#)

1457.

497E

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

Quality: 317 global accepts · Rating: 2900 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[AmShZ's solution](#)

1458.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, number theory

[AmShZ's solution](#)

1459.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[AmShZ's solution](#)

1460.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2900 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[AmShZ's solution](#)

1461.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[AmShZ's solution](#)

1462.

1032G

[Chattering](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2900 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[AmShZ's solution](#)

1463.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: dp, trees

[AmShZ's solution](#)

1464.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[AmShZ's solution](#)

1465.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[AmShZ's solution](#)

1466.

862F

[Mahmoud and Ehab and the final stage](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 2900 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[AmShZ's solution](#)

1467.

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: binary search, data structures, string suffix structures

[AmShZ's solution](#)

1468.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2020-11-09 · GNU C++11 (first AC) · Tags: data structures, dp

[AmShZ's solution](#)

1469.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu

[AmShZ's solution](#)

1470.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[AmShZ's solution](#)

1471.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2020-04-09 · last AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AmShZ's solution](#)

1472.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[AmShZ's solution](#)

1473.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities
[AmShZ's solution](#)

1474.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[AmShZ's solution](#)

1475.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory
[AmShZ's solution](#)

1476.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[AmShZ's solution](#)

1477.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[AmShZ's solution](#)

1478.

568E

[Longest Increasing Subsequence](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 3000 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[AmShZ's solution](#)

1479.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers
[AmShZ's solution](#)

1480.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2021-07-20 · last AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[AmShZ's solution](#)

1481.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees
[AmShZ's solution](#)

1482.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings
[AmShZ's solution](#)

1483.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2021-03-11 · last AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[AmShZ's solution](#)

1484.

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2021-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[AmShZ's solution](#)

1485.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2021-02-23 · last AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[AmShZ's solution](#)

1486.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[AmShZ's solution](#)

1487.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: data structures

[AmShZ's solution](#)

1488.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, trees

[AmShZ's solution](#)

1489.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2020-12-11 · last AC: 2020-12-11 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[AmShZ's solution](#)

1490.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2020-11-11 · last AC: 2020-11-26 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[AmShZ's solution](#)

1491.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: constructive algorithms, two pointers

[AmShZ's solution](#)

1492.

436F

[Banners](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 3000 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[AmShZ's solution](#)

1493.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: data structures

[AmShZ's solution](#)

1494.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[AmShZ's solution](#)

1495.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2020-08-11 · last AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[AmShZ's solution](#)

1496.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[AmShZ's solution](#)

1497.

429E

[Points and Segments](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 3000 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[AmShZ's solution](#)

1498.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[AmShZ's solution](#)

1499.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[AmShZ's solution](#)

1500.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, trees

[AmShZ's solution](#)

1501.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AmShZ's solution](#)

1502.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft

[AmShZ's solution](#)

1503.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[AmShZ's solution](#)

1504.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2021-01-20 · last AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, strings

[AmShZ's solution](#)

1505.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: dp, implementation

[AmShZ's solution](#)

1506.

418E

[Tricky Password](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2020-12-03 · last AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[AmShZ's solution](#)

1507.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[AmShZ's solution](#)

1508.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: 2-sat, binary search

[AmShZ's solution](#)

1509.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[AmShZ's solution](#)

1510.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[AmShZ's solution](#)

1511.

1287F

[LCC](#) · [Tutorial](#)

Rating: 3100 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, probabilities

[AmShZ's solution](#)

1512.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices, probabilities

[AmShZ's solution](#)

1513.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[AmShZ's solution](#)

1514.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math

[AmShZ's solution](#)

1515.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3200 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[AmShZ's solution](#)

1516.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: trees

[AmShZ's solution](#)

1517.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[AmShZ's solution](#)

1518.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, graphs, math

[AmShZ's solution](#)

1519.

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[AmShZ's solution](#)

1520.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[AmShZ's solution](#)

1521.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[AmShZ's solution](#)

1522.

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings, trees

[AmShZ's solution](#)

1523.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[AmShZ's solution](#)

1524.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, string suffix structures

[AmShZ's solution](#)

1525.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[AmShZ's solution](#)

1526.

878E

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

Quality: 737 global accepts · Rating: 3300 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[AmShZ's solution](#)

1527.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings

[AmShZ's solution](#)

1528.

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[AmShZ's solution](#)

1529.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2021-01-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[AmShZ's solution](#)

1530.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[AmShZ's solution](#)

1531.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3500 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[AmShZ's solution](#)

1532.

1246F

[Cursor Distance](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3500 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1533.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[AmShZ's solution](#)

1534.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2021-05-22 · last AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[AmShZ's solution](#)

1535.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1536.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1537.

104288I

[Spider Walk](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1538.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1539.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1540.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1541.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · PyPy 3 (first AC) · Tags: —

[AmShZ's solution](#)

1542.

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1543.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1544.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1545.

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1546.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1547.

104633E

[Landscape Generator](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1548.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1549.

104053B

[Ayano and sequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1550.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1551.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1552.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1553.

102511B

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

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1554.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1555.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1556.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1557.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1558.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1559.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1560.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1561.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1562.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1563.

101471A

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

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1564.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1565.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1566.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1567.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1568.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1569.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1570.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1571.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1572.

101242F

[Longest Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1573.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1574.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1575.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1576.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1577.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1578.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1579.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1580.

104065B

[Call Me Call Me](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1581.

104065J

[Middle Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1582.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1583.

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1584.

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1585.

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1586.

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1587.

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1588.

101239K

[Tours](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1589.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1590.

101239E

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

Rating: — · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1591.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1592.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1593.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1594.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1595.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · PyPy 3-64 (first AC) · Tags: —

[AmShZ's solution](#)

1596.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1597.

104053A

[Alice and Her Lost Cat](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1598.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1599.

104053K

[Middle Point Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1600.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1601.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1602.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1603.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1604.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1605.

103415J

[Cafeteria](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1606.

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1607.

103415F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1608.

103415K

[Magus Night](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1609.

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1610.

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1611.

103860D

[Tree Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1612.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1613.

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1614.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1615.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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1616.

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1617.

103860I

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1618.

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1619.

103860F

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1620.

103861D

[Two Walls](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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1621.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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1622.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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1623.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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1624.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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1625.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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1626.

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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1627.

104023K

[IWanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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1628.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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1629.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1630.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1631.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1632.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1633.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1634.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1635.

104077D

[Contests](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1636.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1637.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1638.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1639.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1640.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1641.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1642.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1643.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1644.

103428C

[Assign or Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1645.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1646.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1647.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1648.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1649.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1650.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1651.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1652.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1653.

104396G

[Moving Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1654.

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1655.

104396B

[Honkai in TAIKULA](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1656.

104396L

[Architect](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1657.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1658.

104396J

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

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1659.

104396K

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

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1660.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1661.

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1662.

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1663.

104345H

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

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1664.

104345G

[One Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1665.

104345F

[Making Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1666.

104345J

[Squirrel Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1667.

104345D

[Building Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1668.

104345B

[Query on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1669.

104427K

[Connect the Dots](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1670.

104427F

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

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1671.

104427I

[Visiting Friend](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1672.

104427J

[Cooperation Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1673.

104427G

[Make Everything White](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1674.

104427B

[Lawyers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1675.

104427A

[Reversing](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1676.

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1677.

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1678.

102059M

[Utilitarianism](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1679.

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1680.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1681.

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1682.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1683.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1684.

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1685.

103260G

[Remove the Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1686.

103260I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1687.

103260A

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

Rating: — · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1688.

103260J

[Increasing or Decreasing](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1689.

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1690.

103855K

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1691.

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1692.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1693.

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1694.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1695.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1696.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1697.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1698.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1699.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1700.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1701.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1702.

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1703.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1704.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1705.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1706.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1707.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1708.

101667G

[Rectilinear Regions](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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1709.

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1710.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1711.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1712.

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1713.

101667H

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1714.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1715.

101667A

[Broadcast Stations](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1716.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1717.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1718.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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1719.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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1720.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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1721.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1722.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1723.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1724.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1725.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1726.

104011J

[Journey in Fog](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1727.

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1728.

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1729.

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1730.

104011D

[Day Streak](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1731.

104011E

[Extreme Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1732.

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1733.

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1734.

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1735.

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1736.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1737.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1738.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1739.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1740.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1741.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1742.

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1743.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1744.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1745.

104064G

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

Rating: — · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1746.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1747.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1748.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1749.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1750.

104114I

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

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1751.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1752.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1753.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1754.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1755.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1756.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1757.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1758.

102956E

[Brief Statements Union](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1759.

102956A

[Belarusian State University](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1760.

102956B

[Beautiful Sequence Unraveling](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1761.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1762.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1763.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1764.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1765.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1766.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1767.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1768.

102785F

[Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1769.

102785H

[A self-describing sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1770.

102785B

[Gremlins attack!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1771.

102785J

[R u really ready?](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1772.

102785A

[A lazy controller](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1773.

102460I

[The Spectrum](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1774.

102460L

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

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1775.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1776.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1777.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1778.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1779.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1780.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1781.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1782.

100792F

[Flow Management](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1783.

100792L

[Locomotive](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1784.

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · last AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1785.

100792B

[Banana Brain's Bracelet](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1786.

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-14 · last AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1787.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1788.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1789.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1790.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1791.

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1792.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1793.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[AmShZ's solution](#)

1794.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1795.

102896G

[Geometrical Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1796.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1797.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1798.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1799.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1800.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1801.

102576I

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

Rating: — · first AC: 2022-05-11 · last AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1802.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1803.

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1804.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1805.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1806.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1807.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[AmShZ's solution](#)

1808.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[AmShZ's solution](#)

1809.

1662L

[Il Derby della Madonna](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[AmShZ's solution](#)

1810.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs,

implementation

[AmShZ's solution](#)

1811.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[AmShZ's solution](#)

1812.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[AmShZ's solution](#)

1813.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[AmShZ's solution](#)

1814.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[AmShZ's solution](#)

1815.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AmShZ's solution](#)

1816.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[AmShZ's solution](#)

1817.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[AmShZ's solution](#)

1818.

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1819.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1820.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1821.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1822.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1823.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1824.

100517C

[Comb Avoiding Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1825.

100517D

[Defend the Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1826.

100517E

[Exam Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1827.

100517K

[Kingdom Division 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1828.

100517L

[Least Common Ancestor](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1829.

100517H

[Hentium Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1830.

100517J

[Jubilee Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1831.

100517B

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1832.

100517I

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1833.

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1834.

103202L

[Forged in the Barrens](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1835.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1836.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1837.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1838.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1839.

103202J

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

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1840.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1841.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1842.

103202F

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

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1843.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1844.

103091D

[Hedgehog Grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1845.

103091M

[Plants](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1846.

103091F

[Star City](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1847.

103091G

[Digging for Gold](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1848.

103091I

[Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1849.

103091E

[Longest Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1850.

103091L

[Ambiguous](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1851.

103091C

[Meta Frequency](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1852.

103091H

[War](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1853.

103091K

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1854.

103091B

[Dots and Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1855.

103091J

[Valid Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1856.

103091N

[Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1857.

103091A

[Happy XOR, Sad XOR](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1858.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1859.

103069I

[Plants vs Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1860.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1861.

103069A

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

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1862.

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1863.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1864.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1865.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1866.

102979B

[Best Meeting Places](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1867.

102979C

[Colorful Squares](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1868.

102979G

[Generate The Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1869.

102979J

[Jungyeom's Contest](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1870.

102979I

[Integer Array Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1871.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1872.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1873.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1874.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1875.

103119L

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

Rating: — · first AC: 2022-01-10 · PyPy 3-64 (first AC) · Tags: —

[AmShZ's solution](#)

1876.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1877.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1878.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1879.

undefined194

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: *special

[AmShZ's solution](#)

1880.

103098G

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1881.

103098B

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

Rating: — · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1882.

103098H

[Hackerman](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · PyPy 3-64 (first AC) · Tags: —

[AmShZ's solution](#)

1883.

103098L

[Long Grid Covering](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1884.

103098A

[Adjacent Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1885.

103098K

[Königsberg Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1886.

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1887.

103098C

[Cartesian MST](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1888.

103098E

[Even Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1889.

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1890.

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1891.

103439H

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1892.

103439K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1893.

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1894.

103439C

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1895.

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1896.

103439N

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1897.

103439G

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1898.

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1899.

100492H

[Handsome Division](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1900.

100492I

[In Touch](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1901.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1902.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1903.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1904.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1905.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1906.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1907.

103102I

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

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1908.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1909.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1910.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1911.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1912.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1913.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1914.

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[AmShZ's solution](#)

1915.

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1916.

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1917.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[AmShZ's solution](#)

1918.

102394I

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

Rating: — · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1919.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1920.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1921.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1922.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1923.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[AmShZ's solution](#)

1924.

102361G

[Game on Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1925.

102361E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1926.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1927.

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1928.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1929.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1930.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1931.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1932.

101234E

[Lines Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · last AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1933.

102861C

[Concatenating Teams](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1934.

100962F

[Frank Sinatra](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1935.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1936.

100519G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: —

[AmShZ's solution](#)

1937.

100519A

[Advanced 2048](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: —

[AmShZ's solution](#)

1938.

100519C

[CIA Datacenter](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[AmShZ's solution](#)

1939.

100519F

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: —

[AmShZ's solution](#)

1940.

100519E

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: —

[AmShZ's solution](#)

1941.

100519D

[Do it Right!](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: —

[AmShZ's solution](#)

1942.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[AmShZ's solution](#)

1943.

102428J

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

Rating: — · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[AmShZ's solution](#)

1944.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[AmShZ's solution](#)

1945.

101754E

[Bonsai](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: —

[AmShZ's solution](#)

1946.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · GNU C++11 (first AC) · Tags: —

[AmShZ's solution](#)

1947.

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: — · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AmShZ's solution](#)

1948.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, trees

[AmShZ's solution](#)

1949.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[AmShZ's solution](#)

1950.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[AmShZ's solution](#)

1951.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[AmShZ's solution](#)

1952.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[AmShZ's solution](#)

1953.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1954.

1302C

[Segment tree or Fenwick? · Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AmShZ's solution](#)

1955.

391B

[Word Folding · Tutorial](#)

Quality: 443 global accepts · Rating: — · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[AmShZ's solution](#)

1956.

undefined156

[Strange Graph · Tutorial](#)

Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[AmShZ's solution](#)

1957.

undefined231

[Prime Sum · Tutorial](#)

Rating: — · first AC: 2019-07-21 · GNU C++11 (first AC) · Tags: —

[AmShZ's solution](#)

1958.

undefined184

[Patties · Tutorial](#)

Rating: — · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: *special

[AmShZ's solution](#)

1959.

undefined358

[Median of Medians · Tutorial](#)

Rating: — · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: *special

[AmShZ's solution](#)

1960.

undefined404

[Fotrune-telling with camomile · Tutorial](#)

Rating: — · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: —

[AmShZ's solution](#)

1961.

undefined486

[Bulls and Cows · Tutorial](#)

Rating: — · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: *special

[AmShZ's solution](#)

1962.

undefined105

[Div 3 · Tutorial](#)

Rating: — · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: *special

[AmShZ's solution](#)

1963.

undefined460

[Plural Form of Nouns · Tutorial](#)

Rating: — · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: *special

[AmShZ's solution](#)

1964.

undefined102

[Coprimes · Tutorial](#)

Rating: — · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: *special

[AmShZ's solution](#)

1965.

undefined403

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

Rating: — · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: *special

[AmShZ's solution](#)

1966.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-16 · Python 3 (first AC) · Tags: *special

[AmShZ's solution](#)

1967.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: *special

[AmShZ's solution](#)

1968.

undefined100

[A+B](#) · [Tutorial](#)

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