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Unique solved — Amoo Safar

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

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Filters: none

Count: 2,075

1.

2183A

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2.

2164A

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3.

2152A

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4.

2147A

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5.

2127A

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6.

2122A

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7.

2124A

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8.

2062A

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9.

2061A

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10.

2034A

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11.

2039A

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12.

1942A

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13.

1919B

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14.

1919A

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15.

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1909A

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17.

1896A

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1870A

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19.

1842A

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20.

1777A

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21.

1804A

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22.

1768A

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23.

1782A

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24.

1779A

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25.

4A

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26.

1672B

[I love AAAB](#) · [Tutorial](#)

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27.

1672A

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28.

1656A

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29.

1654B

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30.

1654A

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31.

1621A

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32.

1616A

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33.

1608A

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34.

1586A

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35.

1556A

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36.

1552A

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37.

1553A

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38.

1530B

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40.

1534A

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41.

1523A

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42.

1515A

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43.

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44.

1491A

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45.

1466B

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46.

1466A

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47.

1450A

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48.

1428A

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49.

1422A

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50.

1408A

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51.

1392B

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52.

1392A

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- 53.**
546A
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- 54.**
1368A
[C+=](#) · [Tutorial](#)
Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
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99A
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Quality: 7,724 global accepts · Rating: 800 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: strings
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1236A
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1301A
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302A
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1325B
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1325A
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- 61.**
1305A
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1284A
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1270A
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64.

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65.

1220A

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66.

1209A

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67.

1178A

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68.

1194A

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69.

1148A

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70.

1167A

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71.

1146A

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72.

1154A

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73.

1139A

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74.

1136A

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75.

1114A

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76.

1106A

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77.

1108A

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78.

1102A

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79.

1097A

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80.

1091A

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81.

1096A

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82.

1092B

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83.

1092A

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84.

1081A

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Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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85.

1093A

[Dice Rolling · Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math

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86.

1088A

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87.

1056A

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Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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88.

1080A

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89.

1061A

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90.

1077A

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91.

1043A

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92.

1054A

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93.

630A

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

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94.

1064A

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95.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 800 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs

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96.

1041A

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Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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97.

711A

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98.

1038A

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99.

513A

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Quality: 21,849 global accepts · Rating: 800 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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100.

702A

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101.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

102.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,328 global accepts · Rating: 800 · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

103.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

104.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[Amoo_Safar's solution](#)

105.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,670 global accepts · Rating: 800 · first AC: 2018-07-19 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[Amoo_Safar's solution](#)

106.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 800 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Amoo_Safar's solution](#)

107.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

108.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-07-14 · Python 3 (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

109.

782A

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

Rating: 800 · first AC: 2018-07-07 · Python 3 (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

110.

629A

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

Quality: 14,847 global accepts · Rating: 800 · first AC: 2018-07-06 · Python 3 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[Amoo_Safar's solution](#)

111.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,366 global accepts · Rating: 800 · first AC: 2018-07-06 · Python 3 (first AC) · Tags: dp, greedy

[Amoo_Safar's solution](#)

112.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Amoo_Safar's solution](#)

113.

987A

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

Quality: 17,502 global accepts · Rating: 800 · first AC: 2018-05-29 · Python 3 (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

114.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-05-15 · Python 3 (first AC) · Tags: sortings

[Amoo_Safar's solution](#)

115.

976A

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

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-04-30 · Python 3 (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

116.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-04-28 · Python 3 (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

117.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-04-28 · Python 3 (first AC) · Tags: implementation, sortings

[Amoo_Safar's solution](#)

118.

959A

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

Quality: 55,668 global accepts · Rating: 800 · first AC: 2018-04-03 · Python 3 (first AC) · Tags: games, math

[Amoo_Safar's solution](#)

119.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-03-22 · Python 3 (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

120.

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

[Amoo_Safar's solution](#)

121.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Amoo_Safar's solution](#)

122.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings, two pointers

[Amoo_Safar's solution](#)

123.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[Amoo_Safar's solution](#)

124.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Amoo_Safar's solution](#)

125.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Amoo_Safar's solution](#)

126.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[Amoo_Safar's solution](#)

127.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Amoo_Safar's solution](#)

128.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Amoo_Safar's solution](#)

129.

1313A

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

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Amoo_Safar's solution](#)

130.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,186 global accepts · Rating: 900 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

131.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Amoo_Safar's solution](#)

132.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

133.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

134.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

135.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[Amoo_Safar's solution](#)

136.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

137.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Amoo_Safar's solution](#)

138.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[Amoo_Safar's solution](#)

139.

1106C

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

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[Amoo_Safar's solution](#)

140.

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Amoo_Safar's solution](#)

141.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,641 global accepts · Rating: 900 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[Amoo_Safar's solution](#)

142.

1055A

[Metro](#) · [Tutorial](#)

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

[Amoo_Safar's solution](#)

143.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

144.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Amoo_Safar's solution](#)

145.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Amoo_Safar's solution](#)

146.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-03 · last AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Amoo_Safar's solution](#)

147.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Amoo_Safar's solution](#)

148.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

149.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Amoo_Safar's solution](#)

150.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Amoo_Safar's solution](#)

151.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Amoo_Safar's solution](#)

152.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2018-07-13 · Python 3 (first AC) · Tags: implementation, strings

[Amoo_Safar's solution](#)

153.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · Python 3 (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

154.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · Python 3 (first AC) · Tags: implementation, strings

[Amoo_Safar's solution](#)

155.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · Python 3 (first AC) · Tags: implementation, strings

[Amoo_Safar's solution](#)

156.

697A

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

Quality: 13,352 global accepts · Rating: 900 · first AC: 2018-04-28 · Python 3 (first AC) · Tags: implementation, math

[Amoo_Safar's solution](#)

157.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,319 global accepts · Rating: 900 · first AC: 2018-04-28 · Python 3 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Amoo_Safar's solution](#)

158.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2018-04-04 · Python 3 (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

159.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Amoo_Safar's solution](#)

160.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Amoo_Safar's solution](#)

161.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Amoo_Safar's solution](#)

162.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy,

implementation, two pointers

[Amoo_Safar's solution](#)

163.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Amoo_Safar's solution](#)

164.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Amoo_Safar's solution](#)

165.

1876A

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

Quality: 34,918 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Amoo_Safar's solution](#)

166.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Amoo_Safar's solution](#)

167.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Amoo_Safar's solution](#)

168.

1770B

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

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

[Amoo_Safar's solution](#)

169.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Amoo_Safar's solution](#)

170.

1515B

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

Quality: 27,066 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[Amoo_Safar's solution](#)

171.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[Amoo_Safar's solution](#)

172.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1000 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Amoo_Safar's solution](#)

173.

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Amoo_Safar's solution](#)

174.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Amoo_Safar's solution](#)

175.

1266A

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

Quality: 17,513 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math

[Amoo_Safar's solution](#)

176.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Amoo_Safar's solution](#)

177.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

178.

1237A

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

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

[Amoo_Safar's solution](#)

179.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[Amoo_Safar's solution](#)

180.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Amoo_Safar's solution](#)

181.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Amoo_Safar's solution](#)

182.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,282 global accepts · Rating: 1000 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Amoo_Safar's solution](#)

183.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1000 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[Amoo_Safar's solution](#)

184.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

185.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

186.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Amoo_Safar's solution](#)

187.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,471 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Amoo_Safar's solution](#)

188.

1136B

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

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Amoo_Safar's solution](#)

189.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Amoo_Safar's solution](#)

190.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[Amoo_Safar's solution](#)

191.

1088B

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

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Amoo_Safar's solution](#)

192.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Amoo_Safar's solution](#)

193.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

194.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Amoo_Safar's solution](#)

195.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

196.

1051B

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

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Amoo_Safar's solution](#)

197.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Amoo_Safar's solution](#)

198.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Amoo_Safar's solution](#)

199.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Amoo_Safar's solution](#)

200.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2018-09-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Amoo_Safar's solution](#)

201.

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Amoo_Safar's solution](#)

202.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[Amoo_Safar's solution](#)

203.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,125 global accepts · Rating: 1000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[Amoo_Safar's solution](#)

204.

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[Amoo_Safar's solution](#)

205.

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

206.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,361 global accepts · Rating: 1000 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Amoo_Safar's solution](#)

207.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[Amoo_Safar's solution](#)

208.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

209.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1000 · first AC: 2018-07-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

210.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,990 global accepts · Rating: 1000 · first AC: 2018-07-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Amoo_Safar's solution](#)

211.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Amoo_Safar's solution](#)

212.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Amoo_Safar's solution](#)

213.

450A

[Jzzhu and Children](#) · [Tutorial](#)

Quality: 44,404 global accepts · Rating: 1000 · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

214.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Amoo_Safar's solution](#)

215.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Amoo_Safar's solution](#)

216.

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2018-04-29 · Python 3 (first AC) · Tags: math, sortings

[Amoo_Safar's solution](#)

217.

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Amoo_Safar's solution](#)

218.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,998 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Amoo_Safar's solution](#)

219.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Amoo_Safar's solution](#)

220.

2061B

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

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

[Amoo_Safar's solution](#)

221.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Amoo_Safar's solution](#)

222.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Amoo_Safar's solution](#)

223.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Amoo_Safar's solution](#)

224.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Amoo_Safar's solution](#)

225.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,806 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[Amoo_Safar's solution](#)

226.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Amoo_Safar's solution](#)

227.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Amoo_Safar's solution](#)

228.

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[Amoo_Safar's solution](#)

229.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

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

[Amoo_Safar's solution](#)

230.

1523B

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

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

[Amoo_Safar's solution](#)

231.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Amoo_Safar's solution](#)

232.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Amoo_Safar's solution](#)

233.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Amoo_Safar's solution](#)

234.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Amoo_Safar's solution](#)

235.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Amoo_Safar's solution](#)

236.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Amoo_Safar's solution](#)

237.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Amoo_Safar's solution](#)

238.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Amoo_Safar's solution](#)

239.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Amoo_Safar's solution](#)

240.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Amoo_Safar's solution](#)

241.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Amoo_Safar's solution](#)

242.

1033B

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

Quality: 11,956 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Amoo_Safar's solution](#)

243.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 1100 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Amoo_Safar's solution](#)

244.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,079 global accepts · Rating: 1100 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Amoo_Safar's solution](#)

245.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Amoo_Safar's solution](#)

246.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Amoo_Safar's solution](#)

247.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

248.

501B

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

Quality: 19,423 global accepts · Rating: 1100 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, strings

[Amoo_Safar's solution](#)

249.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Amoo_Safar's solution](#)

250.

789A

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

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Amoo_Safar's solution](#)

251.

629B

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

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2018-07-06 · Python 3 (first AC) · Tags: brute force

[Amoo_Safar's solution](#)

252.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Amoo_Safar's solution](#)

253.

987B

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

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-29 · Python 3 (first AC) · Tags: math

[Amoo_Safar's solution](#)

254.

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1100 · first AC: 2018-05-15 · Python 3 (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

255.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · Python 3 (first AC) · Tags: brute force, implementation

[Amoo_Safar's solution](#)

256.

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2018-04-29 · Python 3 (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

257.

938B

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

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-04-28 · Python 3 (first AC) · Tags: brute force, greedy

[Amoo_Safar's solution](#)

258.

946B

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

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-04-28 · Python 3 (first AC) · Tags: math, number theory

[Amoo_Safar's solution](#)

259.

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2018-03-23 · Python 3 (first AC) · Tags: greedy, math

[Amoo_Safar's solution](#)

260.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Amoo Safar's solution](#)

261.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Amoo Safar's solution](#)

262.

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Amoo Safar's solution](#)

263.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Amoo Safar's solution](#)

264.

1951B

[Battle Cows](#) · [Tutorial](#)

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

[Amoo Safar's solution](#)

265.

1916C

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

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

[Amoo Safar's solution](#)

266.

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Amoo Safar's solution](#)

267.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[Amoo Safar's solution](#)

268.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Amoo Safar's solution](#)

269.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Amoo Safar's solution](#)

270.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Amoo_Safar's solution](#)

271.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees
[Amoo_Safar's solution](#)

272.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[Amoo_Safar's solution](#)

273.

1530C

[Pursuit](#) · [Tutorial](#)

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

274.

1517B

[Morning Jogging](#) · [Tutorial](#)

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

275.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, sortings
[Amoo_Safar's solution](#)

276.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[Amoo_Safar's solution](#)

277.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[Amoo_Safar's solution](#)

278.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,811 global accepts · Rating: 1200 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[Amoo_Safar's solution](#)

279.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Amoo_Safar's solution](#)

280.

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

[Amoo_Safar's solution](#)

281.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Amoo_Safar's solution](#)

282.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[Amoo_Safar's solution](#)

283.

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Amoo_Safar's solution](#)

284.

302B

[Eugeny and Play List](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Amoo_Safar's solution](#)

285.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[Amoo_Safar's solution](#)

286.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Amoo_Safar's solution](#)

287.

1270B

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

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

[Amoo_Safar's solution](#)

288.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Amoo_Safar's solution](#)

289.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Amoo_Safar's solution](#)

290.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Amoo_Safar's solution](#)

291.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Amoo_Safar's solution](#)

292.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Amoo_Safar's solution](#)

293.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Amoo_Safar's solution](#)

294.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Amoo_Safar's solution](#)

295.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Amoo_Safar's solution](#)

296.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: games

[Amoo_Safar's solution](#)

297.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,956 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Amoo_Safar's solution](#)

298.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Amoo_Safar's solution](#)

299.

1076B

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

Quality: 14,589 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Amoo_Safar's solution](#)

300.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Amoo_Safar's solution](#)

301.

1043B

[Lost Array](#) · [Tutorial](#)

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

[Amoo_Safar's solution](#)

302.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Amoo_Safar's solution](#)

303.

1051A

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

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Amoo_Safar's solution](#)

304.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[Amoo_Safar's solution](#)

305.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,465 global accepts · Rating: 1200 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Amoo_Safar's solution](#)

306.

1028B

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

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Amoo_Safar's solution](#)

307.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math

[Amoo_Safar's solution](#)

308.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Amoo_Safar's solution](#)

309.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Amoo_Safar's solution](#)

310.

1023A

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

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Amoo_Safar's solution](#)

311.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Amoo_Safar's solution](#)

312.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Amoo_Safar's solution](#)

313.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Amoo_Safar's solution](#)

314.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Amoo_Safar's solution](#)

315.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,361 global accepts · Rating: 1200 · first AC: 2018-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[Amoo_Safar's solution](#)

316.

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2018-07-16 · Python 3 (first AC) · Tags: greedy, implementation, sortings

[Amoo_Safar's solution](#)

317.

914B

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

Quality: 9,062 global accepts · Rating: 1200 · first AC: 2018-07-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Amoo_Safar's solution](#)

318.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2018-07-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Amoo_Safar's solution](#)

319.

989B

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

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · Python 3 (first AC) · Tags: constructive algorithms, strings

[Amoo_Safar's solution](#)

320.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Amoo_Safar's solution](#)

321.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-17 · Python 3 (first AC) · Tags: brute force, constructive algorithms

[Amoo_Safar's solution](#)

322.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy

[Amoo_Safar's solution](#)

323.

445A

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

Quality: 33,667 global accepts · Rating: 1200 · first AC: 2018-04-19 · GNU C++11 (first AC) · Tags: dfs and similar, implementation

[Amoo_Safar's solution](#)

324.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · Python 3 (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

325.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,345 global accepts · Rating: 1200 · first AC: 2018-04-04 · Python 3 (first AC) · Tags: data structures, dp, implementation, two pointers

[Amoo_Safar's solution](#)

326.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[Amoo_Safar's solution](#)

327.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,158 global accepts · Rating: 1300 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[Amoo_Safar's solution](#)

328.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,853 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[Amoo_Safar's solution](#)

329.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[Amoo_Safar's solution](#)

330.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Amoo_Safar's solution](#)

331.

2129A

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

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Amoo_Safar's solution](#)

332.

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Amoo_Safar's solution](#)

333.

2023A

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

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Amoo_Safar's solution](#)

334.

1942C1

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

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

[Amoo_Safar's solution](#)

335.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Amoo_Safar's solution](#)

336.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Amoo_Safar's solution](#)

337.

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

[Amoo_Safar's solution](#)

338.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Amoo_Safar's solution](#)

339.

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

[Amoo_Safar's solution](#)

340.

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[Amoo_Safar's solution](#)

341.

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

[Amoo_Safar's solution](#)

342.

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

[Amoo_Safar's solution](#)

343.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Amoo_Safar's solution](#)

344.

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Amoo_Safar's solution](#)

345.

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Amoo_Safar's solution](#)

346.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[Amoo_Safar's solution](#)

347.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Amoo_Safar's solution](#)

348.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Amoo_Safar's solution](#)

349.

1425H

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

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Amoo_Safar's solution](#)

350.

1420C1

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

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

[Amoo_Safar's solution](#)

351.

1381A1

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

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[Amoo_Safar's solution](#)

352.

203B

[Game on Paper](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1300 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[Amoo_Safar's solution](#)

353.

99B

[Help Chef Gerasim](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1300 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: implementation, sortings

[Amoo_Safar's solution](#)

354.

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[Amoo_Safar's solution](#)

355.

304C

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

Rating: 1300 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Amoo_Safar's solution](#)

356.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Amoo_Safar's solution](#)

357.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Amoo_Safar's solution](#)

358.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Amoo_Safar's solution](#)

359.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

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

[Amoo_Safar's solution](#)

360.

611B

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

Quality: 11,065 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[Amoo_Safar's solution](#)

361.

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[Amoo_Safar's solution](#)

362.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Amoo_Safar's solution](#)

363.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Amoo_Safar's solution](#)

364.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Amoo_Safar's solution](#)

365.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Amoo_Safar's solution](#)

366.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Amoo_Safar's solution](#)

367.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

368.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Amoo_Safar's solution](#)

369.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,399 global accepts · Rating: 1300 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Amoo_Safar's solution](#)

370.

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[Amoo_Safar's solution](#)

371.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Amoo_Safar's solution](#)

372.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Amoo_Safar's solution](#)

373.

1096B

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

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

[Amoo_Safar's solution](#)

374.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Amoo_Safar's solution](#)

375.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,605 global accepts · Rating: 1300 · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

376.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Amoo_Safar's solution](#)

377.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Amoo_Safar's solution](#)

378.

1055B

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

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

[Amoo_Safar's solution](#)

379.

234C

[Weather](#) · [Tutorial](#)

Quality: 5,947 global accepts · Rating: 1300 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Amoo_Safar's solution](#)

380.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,165 global accepts · Rating: 1300 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Amoo_Safar's solution](#)

381.

1064C

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

Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Amoo_Safar's solution](#)

382.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,518 global accepts · Rating: 1300 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Amoo_Safar's solution](#)

383.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,812 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Amoo_Safar's solution](#)

384.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1300 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Amoo_Safar's solution](#)

385.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[Amoo_Safar's solution](#)

386.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Amoo_Safar's solution](#)

387.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[Amoo_Safar's solution](#)

388.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[Amoo_Safar's solution](#)

389.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · last AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[Amoo_Safar's solution](#)

390.

1008C

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

Rating: 1300 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[Amoo_Safar's solution](#)

391.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Amoo_Safar's solution](#)

392.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-07-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[Amoo_Safar's solution](#)

393.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Amoo_Safar's solution](#)

394.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings
[Amoo_Safar's solution](#)

395.

982B

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

Quality: 8,948 global accepts · Rating: 1300 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[Amoo_Safar's solution](#)

396.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · Python 3 (first AC) · Tags: implementation, math
[Amoo_Safar's solution](#)

397.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Amoo_Safar's solution](#)

398.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-04-28 · Python 3 (first AC) · Tags: greedy, strings

[Amoo_Safar's solution](#)

399.

962B

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

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-10 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[Amoo_Safar's solution](#)

400.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · Python 3 (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

401.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,016 global accepts · Rating: 1300 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Amoo_Safar's solution](#)

402.

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · Python 3 (first AC) · Tags: brute force, greedy, implementation

[Amoo_Safar's solution](#)

403.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2018-03-24 · Python 3 (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

404.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 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

[Amoo_Safar's solution](#)

405.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Amoo_Safar's solution](#)

406.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Amoo_Safar's solution](#)

407.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings

[Amoo_Safar's solution](#)

408.

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, implementation

[Amoo_Safar's solution](#)

409.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Amoo_Safar's solution](#)

410.

1967A

[Permutation Counting · Tutorial](#)

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Amoo_Safar's solution](#)

411.

1951C

[Ticket Hoarding · Tutorial](#)

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

[Amoo_Safar's solution](#)

412.

1919C

[Grouping Increases · Tutorial](#)

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Amoo_Safar's solution](#)

413.

1909C

[Heavy Intervals · Tutorial](#)

Quality: 13,163 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

[Amoo_Safar's solution](#)

414.

1896C

[Matching Arrays · Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Amoo_Safar's solution](#)

415.

1830A

[Copil Copac Draws Trees · Tutorial](#)

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Amoo_Safar's solution](#)

416.

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

[Amoo_Safar's solution](#)

417.

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

[Amoo_Safar's solution](#)

418.

1609C

[Complex Market Analysis · Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation,

number theory, schedules, two pointers

[Amoo_Safar's solution](#)

419.

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

[Amoo_Safar's solution](#)

420.

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

[Amoo_Safar's solution](#)

421.

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

[Amoo_Safar's solution](#)

422.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Amoo_Safar's solution](#)

423.

1427B

[Chess Cheater](#) · [Tutorial](#)

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

[Amoo_Safar's solution](#)

424.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Amoo_Safar's solution](#)

425.

1425F

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

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[Amoo_Safar's solution](#)

426.

1425A

[Arena of Greed](#) · [Tutorial](#)

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

[Amoo_Safar's solution](#)

427.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Amoo_Safar's solution](#)

428.

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games

[Amoo_Safar's solution](#)

429.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Amoo_Safar's solution](#)

430.

175B

[Plane of Tanks: Pro](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

431.

175A

[Robot Bicorn Attack](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 1400 · first AC: 2020-04-01 · Python 3 (first AC) · Tags: brute force, implementation

[Amoo_Safar's solution](#)

432.

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: greedy, sortings

[Amoo_Safar's solution](#)

433.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[Amoo_Safar's solution](#)

434.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[Amoo_Safar's solution](#)

435.

1284B

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

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

[Amoo_Safar's solution](#)

436.

1270C

[Make Good](#) · [Tutorial](#)

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

[Amoo_Safar's solution](#)

437.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Amoo_Safar's solution](#)

438.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

439.

668A

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

Rating: 1400 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

440.

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Amoo_Safar's solution](#)

441.

1195C

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

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Amoo_Safar's solution](#)

442.

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[Amoo_Safar's solution](#)

443.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Amoo_Safar's solution](#)

444.

1167C

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

Quality: 26,003 global accepts · Rating: 1400 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Amoo_Safar's solution](#)

445.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[Amoo_Safar's solution](#)

446.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Amoo_Safar's solution](#)

447.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Amoo_Safar's solution](#)

448.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Amoo_Safar's solution](#)

449.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Amoo_Safar's solution](#)

450.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: greedy, sortings

[Amoo_Safar's solution](#)

451.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Amoo_Safar's solution](#)

452.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Amoo_Safar's solution](#)

453.

1088C

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

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Amoo_Safar's solution](#)

454.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Amoo_Safar's solution](#)

455.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[Amoo_Safar's solution](#)

456.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,797 global accepts · Rating: 1400 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Amoo_Safar's solution](#)

457.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Amoo_Safar's solution](#)

458.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2018-09-27 · last AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[Amoo_Safar's solution](#)

459.

1046F

[Splitting money](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 1400 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

460.

1046C

[Space Formula](#) · [Tutorial](#)

Quality: 3,356 global accepts · Rating: 1400 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Amoo_Safar's solution](#)

461.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2018-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Amoo_Safar's solution](#)

462.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,685 global accepts · Rating: 1400 · first AC: 2018-09-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Amoo_Safar's solution](#)

463.

430B

[Balls Game](#) · [Tutorial](#)

Quality: 4,120 global accepts · Rating: 1400 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[Amoo_Safar's solution](#)

464.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Amoo_Safar's solution](#)

465.

1009B

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

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-14 · Python 3 (first AC) · Tags: greedy, implementation

[Amoo_Safar's solution](#)

466.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[Amoo_Safar's solution](#)

467.

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-07-06 · Python 3 (first AC) · Tags: brute force, greedy, math

[Amoo_Safar's solution](#)

468.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Amoo_Safar's solution](#)

469.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Amoo_Safar's solution](#)

470.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1400 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Amoo_Safar's solution](#)

471.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Amoo_Safar's solution](#)

472.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 1400 · first AC: 2018-04-28 · Python 3 (first AC) · Tags: brute force, implementation

[Amoo_Safar's solution](#)

473.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · Python 3 (first AC) · Tags: brute force, implementation, math

[Amoo_Safar's solution](#)

474.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2018-04-04 · Python 3 (first AC) · Tags: bitmasks, brute force, implementation

[Amoo_Safar's solution](#)

475.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,181 global accepts · Rating: 1400 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory

[Amoo_Safar's solution](#)

476.

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2018-03-23 · Python 3 (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

477.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2018-03-22 · Python 3 (first AC) · Tags: implementation, strings

[Amoo_Safar's solution](#)

478.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Amoo_Safar's solution](#)

479.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Amoo_Safar's solution](#)

480.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,745 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Amoo_Safar's solution](#)

481.

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

[Amoo_Safar's solution](#)

482.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Amoo_Safar's solution](#)

483.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Amoo_Safar's solution](#)

484.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Amoo_Safar's solution](#)

485.

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

[Amoo_Safar's solution](#)

486.

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

[Amoo_Safar's solution](#)

487.

1575J

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

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[Amoo_Safar's solution](#)

488.

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

[Amoo_Safar's solution](#)

489.

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

[Amoo_Safar's solution](#)

490.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Amoo_Safar's solution](#)

491.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Amoo_Safar's solution](#)

492.

1466D

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

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, trees

[Amoo_Safar's solution](#)

493.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Amoo_Safar's solution](#)

494.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Amoo_Safar's solution](#)

495.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Amoo_Safar's solution](#)

496.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Amoo_Safar's solution](#)

497.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Amoo_Safar's solution](#)

498.

1368B

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

Quality: 21,428 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Amoo_Safar's solution](#)

499.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[Amoo_Safar's solution](#)

500.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: greedy, math

[Amoo_Safar's solution](#)

501.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[Amoo_Safar's solution](#)

502.

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2020-04-01 · Python 3 (first AC) · Tags: implementation, strings

[Amoo_Safar's solution](#)

503.

1236B

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

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Amoo_Safar's solution](#)

504.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search

[Amoo_Safar's solution](#)

505.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[Amoo_Safar's solution](#)

506.

1325C

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

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Amoo_Safar's solution](#)

507.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[Amoo_Safar's solution](#)

508.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Amoo_Safar's solution](#)

509.

1242A

[Tile Painting](#) · [Tutorial](#)

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

[Amoo_Safar's solution](#)

510.

1250L

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

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Amoo_Safar's solution](#)

511.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[Amoo_Safar's solution](#)

512.

611C

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

Quality: 9,012 global accepts · Rating: 1500 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Amoo Safar's solution](#)

513.

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Amoo Safar's solution](#)

514.

1209C

[Paint the Digits](#) · [Tutorial](#)

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

[Amoo Safar's solution](#)

515.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Amoo Safar's solution](#)

516.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Amoo Safar's solution](#)

517.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Amoo Safar's solution](#)

518.

1179A

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

Quality: 11,798 global accepts · Rating: 1500 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: data structures, implementation

[Amoo Safar's solution](#)

519.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Amoo Safar's solution](#)

520.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Amoo Safar's solution](#)

521.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs

[Amoo Safar's solution](#)

522.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Amoo_Safar's solution](#)

523.

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Amoo_Safar's solution](#)

524.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[Amoo_Safar's solution](#)

525.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Amoo_Safar's solution](#)

526.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Amoo_Safar's solution](#)

527.

1136C

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

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Amoo_Safar's solution](#)

528.

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Amoo_Safar's solution](#)

529.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1500 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Amoo_Safar's solution](#)

530.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Amoo_Safar's solution](#)

531.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Amoo_Safar's solution](#)

532.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Amoo_Safar's solution](#)

533.

1106B

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

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Amoo_Safar's solution](#)

534.

1106D

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

Quality: 19,656 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Amoo_Safar's solution](#)

535.

1105C

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

Quality: 11,366 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Amoo_Safar's solution](#)

536.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · last AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

537.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,034 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Amoo_Safar's solution](#)

538.

1102D

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

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: greedy, strings

[Amoo_Safar's solution](#)

539.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Amoo_Safar's solution](#)

540.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Amoo_Safar's solution](#)

541.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

542.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths

[Amoo_Safar's solution](#)

543.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Amoo Safar's solution](#)

544.

1043C

[Smallest Word](#) · [Tutorial](#)

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

[Amoo Safar's solution](#)

545.

340D

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

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[Amoo Safar's solution](#)

546.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation

[Amoo Safar's solution](#)

547.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Amoo Safar's solution](#)

548.

566F

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

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Amoo Safar's solution](#)

549.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Amoo Safar's solution](#)

550.

501C

[Misha and Forest](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1500 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings, trees

[Amoo Safar's solution](#)

551.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[Amoo Safar's solution](#)

552.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2018-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Amoo Safar's solution](#)

553.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2018-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math

[Amoo_Safar's solution](#)

554.

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Amoo_Safar's solution](#)

555.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2018-07-19 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Amoo_Safar's solution](#)

556.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,060 global accepts · Rating: 1500 · first AC: 2018-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Amoo_Safar's solution](#)

557.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2018-07-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[Amoo_Safar's solution](#)

558.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2018-04-30 · Python 3 (first AC) · Tags: greedy, implementation, sortings

[Amoo_Safar's solution](#)

559.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2018-04-28 · Python 3 (first AC) · Tags: math, number theory

[Amoo_Safar's solution](#)

560.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Amoo_Safar's solution](#)

561.

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Amoo_Safar's solution](#)

562.

743C

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

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2018-04-16 · Python 3 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Amoo_Safar's solution](#)

563.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Amoo Safar's solution](#)

564.

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-07 · Python 3 (first AC) · Tags: data structures, greedy, sortings

[Amoo Safar's solution](#)

565.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-04-03 · Python 3 (first AC) · Tags: constructive algorithms, trees

[Amoo Safar's solution](#)

566.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Amoo Safar's solution](#)

567.

2061D

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

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

[Amoo Safar's solution](#)

568.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[Amoo Safar's solution](#)

569.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Amoo Safar's solution](#)

570.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Amoo Safar's solution](#)

571.

1782C

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

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

[Amoo Safar's solution](#)

572.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Amoo Safar's solution](#)

573.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation,

trees

[Amoo_Safar's solution](#)

574.

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

[Amoo_Safar's solution](#)

575.

1530D

[Secret Santa](#) · [Tutorial](#)

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

[Amoo_Safar's solution](#)

576.

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

[Amoo_Safar's solution](#)

577.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Amoo_Safar's solution](#)

578.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Amoo_Safar's solution](#)

579.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Amoo_Safar's solution](#)

580.

1423K

[Lonely Numbers](#) · [Tutorial](#)

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

[Amoo_Safar's solution](#)

581.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Amoo_Safar's solution](#)

582.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[Amoo_Safar's solution](#)

583.

1336A

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

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Amoo_Safar's solution](#)

584.

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, two pointers

[Amoo_Safar's solution](#)

585.

250C

[Movie Critics](#) · [Tutorial](#)

Quality: 2,230 global accepts · Rating: 1600 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Amoo_Safar's solution](#)

586.

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,951 global accepts · Rating: 1600 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[Amoo_Safar's solution](#)

587.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Amoo_Safar's solution](#)

588.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Amoo_Safar's solution](#)

589.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: combinatorics, math

[Amoo_Safar's solution](#)

590.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Amoo_Safar's solution](#)

591.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[Amoo_Safar's solution](#)

592.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Amoo_Safar's solution](#)

593.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[Amoo_Safar's solution](#)

594.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[Amoo_Safar's solution](#)

595.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

596.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

597.

1188A1

[Add on a Tree](#) · [Tutorial](#)

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

[Amoo_Safar's solution](#)

598.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

[Amoo_Safar's solution](#)

599.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Amoo_Safar's solution](#)

600.

1165D

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

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Amoo_Safar's solution](#)

601.

1151D

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

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Amoo_Safar's solution](#)

602.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[Amoo_Safar's solution](#)

603.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[Amoo_Safar's solution](#)

604.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[Amoo_Safar's solution](#)

605.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[Amoo_Safar's solution](#)

606.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Amoo_Safar's solution](#)

607.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Amoo_Safar's solution](#)

608.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Amoo_Safar's solution](#)

609.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: brute force, geometry

[Amoo_Safar's solution](#)

610.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-26 · GNU C++11 (first AC) · Tags: greedy

[Amoo_Safar's solution](#)

611.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[Amoo_Safar's solution](#)

612.

447C

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

Rating: 1600 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Amoo_Safar's solution](#)

613.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[Amoo_Safar's solution](#)

614.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Amoo_Safar's solution](#)

615.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Amoo_Safar's solution](#)

616.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Amoo_Safar's solution](#)

617.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Amoo_Safar's solution](#)

618.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[Amoo_Safar's solution](#)

619.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Amoo_Safar's solution](#)

620.

615B

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

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[Amoo_Safar's solution](#)

621.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings

[Amoo_Safar's solution](#)

622.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Amoo_Safar's solution](#)

623.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games

[Amoo_Safar's solution](#)

624.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Amoo_Safar's solution](#)

625.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,501 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force

[Amoo_Safar's solution](#)

626.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy,

strings

[Amoo_Safar's solution](#)

627.

939C

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

Quality: 4,925 global accepts · Rating: 1600 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[Amoo_Safar's solution](#)

628.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Amoo_Safar's solution](#)

629.

1046H

[Palindrome Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, hashing

[Amoo_Safar's solution](#)

630.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Amoo_Safar's solution](#)

631.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Amoo_Safar's solution](#)

632.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Amoo_Safar's solution](#)

633.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Amoo_Safar's solution](#)

634.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings

[Amoo_Safar's solution](#)

635.

344D

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

Rating: 1600 · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Amoo_Safar's solution](#)

636.

1027C

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

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · last AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Amoo_Safar's solution](#)

637.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Amoo_Safar's solution](#)

638.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2018-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math

[Amoo_Safar's solution](#)

639.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Amoo_Safar's solution](#)

640.

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Amoo_Safar's solution](#)

641.

71C

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

Quality: 7,329 global accepts · Rating: 1600 · first AC: 2018-04-28 · Python 3 (first AC) · Tags: dp, math, number theory

[Amoo_Safar's solution](#)

642.

957C

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

Rating: 1600 · first AC: 2018-03-24 · Python 3 (first AC) · Tags: binary search, greedy, math, two pointers

[Amoo_Safar's solution](#)

643.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · Python 3 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Amoo_Safar's solution](#)

644.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[Amoo_Safar's solution](#)

645.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Amoo_Safar's solution](#)

646.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[Amoo_Safar's solution](#)

647.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Amoo_Safar's solution](#)

648.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,341 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive,

math

[Amoo_Safar's solution](#)

649.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Amoo_Safar's solution](#)

650.

2124D

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

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[Amoo_Safar's solution](#)

651.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Amoo_Safar's solution](#)

652.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Amoo_Safar's solution](#)

653.

1942C2

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

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

[Amoo_Safar's solution](#)

654.

1936A

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

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

[Amoo_Safar's solution](#)

655.

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

[Amoo_Safar's solution](#)

656.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Amoo_Safar's solution](#)

657.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Amoo_Safar's solution](#)

658.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[Amoo_Safar's solution](#)

659.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,296 global accepts · Rating: 1700 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Amoo_Safar's solution](#)

660.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Amoo_Safar's solution](#)

661.

1770C

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

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

[Amoo_Safar's solution](#)

662.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Amoo_Safar's solution](#)

663.

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

[Amoo_Safar's solution](#)

664.

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

[Amoo_Safar's solution](#)

665.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Amoo_Safar's solution](#)

666.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Amoo_Safar's solution](#)

667.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Amoo_Safar's solution](#)

668.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive

[Amoo_Safar's solution](#)

669.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Amoo_Safar's solution](#)

670.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, ternary search

[Amoo_Safar's solution](#)

671.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Amoo_Safar's solution](#)

672.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Amoo_Safar's solution](#)

673.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Amoo_Safar's solution](#)

674.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Amoo_Safar's solution](#)

675.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Amoo_Safar's solution](#)

676.

1381A2

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

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Amoo_Safar's solution](#)

677.

546D

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

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Amoo_Safar's solution](#)

678.

1368D

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

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Amoo_Safar's solution](#)

679.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Amoo_Safar's solution](#)

680.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, greedy

[Amoo_Safar's solution](#)

681.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Amoo_Safar's solution](#)

682.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, math

[Amoo_Safar's solution](#)

683.

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 1700 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[Amoo_Safar's solution](#)

684.

99C

[Help Victoria the Wise](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: brute force

[Amoo_Safar's solution](#)

685.

304D

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

Rating: 1700 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: math, ternary search

[Amoo_Safar's solution](#)

686.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Amoo_Safar's solution](#)

687.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Amoo_Safar's solution](#)

688.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Amoo_Safar's solution](#)

689.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · last AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Amoo_Safar's solution](#)

690.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Amoo_Safar's solution](#)

691.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[Amoo_Safar's solution](#)

692.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Amoo_Safar's solution](#)

693.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Amoo_Safar's solution](#)

694.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Amoo_Safar's solution](#)

695.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Amoo_Safar's solution](#)

696.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Amoo_Safar's solution](#)

697.

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Amoo_Safar's solution](#)

698.

1237C1

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

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

[Amoo_Safar's solution](#)

699.

1229A

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

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

[Amoo_Safar's solution](#)

700.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Amoo_Safar's solution](#)

701.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Amoo_Safar's solution](#)

702.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Amoo_Safar's solution](#)

703.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive

[Amoo_Safar's solution](#)

704.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Amoo_Safar's solution](#)

705.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Amoo_Safar's solution](#)

706.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Amoo_Safar's solution](#)

707.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[Amoo_Safar's solution](#)

708.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: combinatorics, sortings

[Amoo_Safar's solution](#)

709.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Amoo_Safar's solution](#)

710.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: greedy, implementation, trees

[Amoo Safar's solution](#)

711.

1092C

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Amoo Safar's solution](#)

712.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,327 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Amoo Safar's solution](#)

713.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[Amoo Safar's solution](#)

714.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[Amoo Safar's solution](#)

715.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[Amoo Safar's solution](#)

716.

1043D

[Mysterious Crime](#) · [Tutorial](#)

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

[Amoo Safar's solution](#)

717.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,475 global accepts · Rating: 1700 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Amoo Safar's solution](#)

718.

163A

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

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Amoo Safar's solution](#)

719.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Amoo Safar's solution](#)

720.

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Amoo Safar's solution](#)

721.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,842 global accepts · Rating: 1700 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[Amoo Safar's solution](#)

722.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Amoo Safar's solution](#)

723.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Amoo Safar's solution](#)

724.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[Amoo Safar's solution](#)

725.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2018-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Amoo Safar's solution](#)

726.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Amoo Safar's solution](#)

727.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Amoo Safar's solution](#)

728.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2018-09-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, trees

[Amoo Safar's solution](#)

729.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Amoo Safar's solution](#)

730.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Amoo_Safar's solution](#)

731.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Amoo_Safar's solution](#)

732.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Amoo_Safar's solution](#)

733.

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2018-07-16 · Python 3 (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

734.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Amoo_Safar's solution](#)

735.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[Amoo_Safar's solution](#)

736.

276D

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

Quality: 16,370 global accepts · Rating: 1700 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[Amoo_Safar's solution](#)

737.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2018-04-15 · GNU C++11 (first AC) · Tags: dp

[Amoo_Safar's solution](#)

738.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Amoo_Safar's solution](#)

739.

957D

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · Python 3 (first AC) · Tags: dp, greedy

[Amoo_Safar's solution](#)

740.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · Python 3 (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

741.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[Amoo_Safar's solution](#)

742.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[Amoo_Safar's solution](#)

743.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Amoo_Safar's solution](#)

744.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Amoo_Safar's solution](#)

745.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Amoo_Safar's solution](#)

746.

1870D

[Prefix Purchase](#) · [Tutorial](#)

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

[Amoo_Safar's solution](#)

747.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Amoo_Safar's solution](#)

748.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Amoo_Safar's solution](#)

749.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Amoo_Safar's solution](#)

750.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Amoo_Safar's solution](#)

751.

1575D

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

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

[Amoo Safar's solution](#)

752.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 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

[Amoo Safar's solution](#)

753.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Amoo Safar's solution](#)

754.

1556C

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

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

[Amoo Safar's solution](#)

755.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 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

[Amoo Safar's solution](#)

756.

1552D

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

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

[Amoo Safar's solution](#)

757.

1552C

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

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

[Amoo Safar's solution](#)

758.

1534D

[Lost Tree](#) · [Tutorial](#)

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

[Amoo Safar's solution](#)

759.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Amoo Safar's solution](#)

760.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Amoo Safar's solution](#)

761.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math

[Amoo_Safar's solution](#)

762.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Amoo_Safar's solution](#)

763.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Amoo_Safar's solution](#)

764.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[Amoo_Safar's solution](#)

765.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Amoo_Safar's solution](#)

766.

1446B

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

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

[Amoo_Safar's solution](#)

767.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[Amoo_Safar's solution](#)

768.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Amoo_Safar's solution](#)

769.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

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

[Amoo_Safar's solution](#)

770.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,935 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Amoo_Safar's solution](#)

771.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[Amoo Safar's solution](#)

772.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[Amoo Safar's solution](#)

773.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,565 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Amoo Safar's solution](#)

774.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Amoo Safar's solution](#)

775.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Amoo Safar's solution](#)

776.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Amoo Safar's solution](#)

777.

67B

[Restoration of the Permutation](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 1800 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: greedy

[Amoo Safar's solution](#)

778.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, implementation

[Amoo Safar's solution](#)

779.

336C

[Vasily the Bear and Sequence](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, number theory

[Amoo Safar's solution](#)

780.

302C

[Yaroslav and Sequence](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Amoo Safar's solution](#)

781.

1326D2

[Prefix-Suffix Palindrome \(Hard version\) · Tutorial](#)

Quality: 11,756 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Amoo_Safar's solution](#)

782.

1299B

[Aerodynamic · Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: geometry

[Amoo_Safar's solution](#)

783.

1290B

[Irreducible Anagrams · Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Amoo_Safar's solution](#)

784.

1286B

[Numbers on Tree · Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[Amoo_Safar's solution](#)

785.

1286A

[Garland · Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Amoo_Safar's solution](#)

786.

1280B

[Beingawesomeism · Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Amoo_Safar's solution](#)

787.

1254B1

[Send Boxes to Alice \(Easy Version\) · Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Amoo_Safar's solution](#)

788.

1267L

[Lexicography · Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Amoo_Safar's solution](#)

789.

1267J

[Just Arrange the Icons · Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Amoo_Safar's solution](#)

790.

434A

[Ryouko's Memory Note · Tutorial](#)

Rating: 1800 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Amoo_Safar's solution](#)

791.

1250B

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

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Amoo_Safar's solution](#)

792.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Amoo_Safar's solution](#)

793.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Amoo_Safar's solution](#)

794.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[Amoo_Safar's solution](#)

795.

668B

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

Rating: 1800 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

796.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Amoo_Safar's solution](#)

797.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Amoo_Safar's solution](#)

798.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: games

[Amoo_Safar's solution](#)

799.

1179B

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

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: constructive algorithms

[Amoo_Safar's solution](#)

800.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Amoo_Safar's solution](#)

801.

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Amoo_Safar's solution](#)

802.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Amoo_Safar's solution](#)

803.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Amoo_Safar's solution](#)

804.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Amoo_Safar's solution](#)

805.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Amoo_Safar's solution](#)

806.

1136D

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

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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807.

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 1800 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Amoo_Safar's solution](#)

808.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Amoo_Safar's solution](#)

809.

1109B

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

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings

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810.

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Amoo_Safar's solution](#)

811.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Amoo_Safar's solution](#)

812.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities,

two pointers

[Amoo_Safar's solution](#)

813.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Amoo_Safar's solution](#)

814.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Amoo_Safar's solution](#)

815.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Amoo_Safar's solution](#)

816.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: dp

[Amoo_Safar's solution](#)

817.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[Amoo_Safar's solution](#)

818.

1083A

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

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Amoo_Safar's solution](#)

819.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, trees

[Amoo_Safar's solution](#)

820.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[Amoo_Safar's solution](#)

821.

1064D

[Labyrinth](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Amoo_Safar's solution](#)

822.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Amoo_Safar's solution](#)

823.

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[Amoo_Safar's solution](#)

824.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[Amoo_Safar's solution](#)

825.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Amoo_Safar's solution](#)

826.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2018-10-23 · last AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Amoo_Safar's solution](#)

827.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Amoo_Safar's solution](#)

828.

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1800 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Amoo_Safar's solution](#)

829.

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force

[Amoo_Safar's solution](#)

830.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[Amoo_Safar's solution](#)

831.

987E

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

Rating: 1800 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[Amoo_Safar's solution](#)

832.

1053A

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

Rating: 1800 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Amoo_Safar's solution](#)

833.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Amoo_Safar's solution](#)

834.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Amoo_Safar's solution](#)

835.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Amoo_Safar's solution](#)

836.

624C

[Graph and String](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Amoo_Safar's solution](#)

837.

1016C

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

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · last AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Amoo_Safar's solution](#)

838.

1016D

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

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · last AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math

[Amoo_Safar's solution](#)

839.

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Amoo_Safar's solution](#)

840.

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Amoo_Safar's solution](#)

841.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[Amoo_Safar's solution](#)

842.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Amoo_Safar's solution](#)

843.

478C

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

Quality: 20,592 global accepts · Rating: 1800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Amoo_Safar's solution](#)

844.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[Amoo_Safar's solution](#)

845.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Amoo_Safar's solution](#)

846.

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

[Amoo_Safar's solution](#)

847.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Amoo_Safar's solution](#)

848.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Amoo_Safar's solution](#)

849.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Amoo_Safar's solution](#)

850.

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

[Amoo_Safar's solution](#)

851.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Amoo_Safar's solution](#)

852.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[Amoo_Safar's solution](#)

853.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[Amoo_Safar's solution](#)

854.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

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855.

1479B1

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Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Amoo_Safar's solution](#)

856.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: data structures, greedy

[Amoo_Safar's solution](#)

857.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Amoo_Safar's solution](#)

858.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[Amoo_Safar's solution](#)

859.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[Amoo_Safar's solution](#)

860.

1428D

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Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Amoo_Safar's solution](#)

861.

1423B

[Valuable Paper](#) · [Tutorial](#)

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

[Amoo_Safar's solution](#)

862.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[Amoo_Safar's solution](#)

863.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Amoo_Safar's solution](#)

864.

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

[Amoo_Safar's solution](#)

865.

1361B

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Quality: 3,859 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Amoo_Safar's solution](#)

866.

67D

[Optical Experiment](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[Amoo_Safar's solution](#)

867.

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Amoo_Safar's solution](#)

868.

250D

[Building Bridge](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 1900 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, ternary search, two pointers

[Amoo_Safar's solution](#)

869.

336B

[Vasily the Bear and Fly](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 1900 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[Amoo_Safar's solution](#)

870.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Amoo_Safar's solution](#)

871.

1270D

[Strange Device](#) · [Tutorial](#)

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

[Amoo_Safar's solution](#)

872.

848B

[Router's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[Amoo_Safar's solution](#)

873.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Amoo_Safar's solution](#)

874.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Amoo_Safar's solution](#)

875.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Amoo Safar's solution](#)

876.

1237C2

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

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

[Amoo Safar's solution](#)

877.

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Amoo Safar's solution](#)

878.

529E

[The Art of Dealing with ATM](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Amoo Safar's solution](#)

879.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[Amoo Safar's solution](#)

880.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[Amoo Safar's solution](#)

881.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Amoo Safar's solution](#)

882.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Amoo Safar's solution](#)

883.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, trees

[Amoo Safar's solution](#)

884.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Amoo Safar's solution](#)

885.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Amoo_Safar's solution](#)

886.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[Amoo_Safar's solution](#)

887.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2019-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Amoo_Safar's solution](#)

888.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, strings

[Amoo_Safar's solution](#)

889.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Amoo_Safar's solution](#)

890.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Amoo_Safar's solution](#)

891.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Amoo_Safar's solution](#)

892.

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Amoo_Safar's solution](#)

893.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Amoo_Safar's solution](#)

894.

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Amoo_Safar's solution](#)

895.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Amoo_Safar's solution](#)

896.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2019-02-09 · last AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Amoo_Safar's solution](#)

897.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Amoo_Safar's solution](#)

898.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,387 global accepts · Rating: 1900 · first AC: 2019-01-17 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[Amoo_Safar's solution](#)

899.

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[Amoo_Safar's solution](#)

900.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-12-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, hashing

[Amoo_Safar's solution](#)

901.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,844 global accepts · Rating: 1900 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Amoo_Safar's solution](#)

902.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Amoo_Safar's solution](#)

903.

959E

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

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[Amoo_Safar's solution](#)

904.

309C

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

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy

[Amoo_Safar's solution](#)

905.

1078A

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

Rating: 1900 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, shortest paths

[Amoo_Safar's solution](#)

906.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Amoo_Safar's solution](#)

907.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

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

[Amoo_Safar's solution](#)

908.

1055C

[Lucky Days](#) · [Tutorial](#)

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

[Amoo_Safar's solution](#)

909.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: interactive, trees

[Amoo_Safar's solution](#)

910.

437D

[The Child and Zoo](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dsu, sortings

[Amoo_Safar's solution](#)

911.

1043E

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

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

[Amoo_Safar's solution](#)

912.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Amoo_Safar's solution](#)

913.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Amoo_Safar's solution](#)

914.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Amoo_Safar's solution](#)

915.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Amoo_Safar's solution](#)

916.

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Amoo_Safar's solution](#)

917.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[Amoo_Safar's solution](#)

918.

1064E

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

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

[Amoo_Safar's solution](#)

919.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: matrices

[Amoo_Safar's solution](#)

920.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[Amoo_Safar's solution](#)

921.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2018-09-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Amoo_Safar's solution](#)

922.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,378 global accepts · Rating: 1900 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Amoo_Safar's solution](#)

923.

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2018-08-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[Amoo_Safar's solution](#)

924.

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, geometry, sortings

[Amoo_Safar's solution](#)

925.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Amoo_Safar's solution](#)

926.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Amoo_Safar's solution](#)

927.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2018-04-28 · Python 3 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[Amoo Safar's solution](#)

928.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Amoo Safar's solution](#)

929.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Amoo Safar's solution](#)

930.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Amoo Safar's solution](#)

931.

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

[Amoo Safar's solution](#)

932.

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

[Amoo Safar's solution](#)

933.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Amoo Safar's solution](#)

934.

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

[Amoo Safar's solution](#)

935.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Amoo Safar's solution](#)

936.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Amoo Safar's solution](#)

937.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Amoo Safar's solution](#)

938.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Amoo Safar's solution](#)

939.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Amoo Safar's solution](#)

940.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Amoo Safar's solution](#)

941.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Amoo Safar's solution](#)

942.

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

[Amoo Safar's solution](#)

943.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Amoo Safar's solution](#)

944.

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

[Amoo Safar's solution](#)

945.

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

[Amoo Safar's solution](#)

946.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Amoo Safar's solution](#)

947.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[Amoo_Safar's solution](#)

948.

1427D

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

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Amoo_Safar's solution](#)

949.

1427C

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

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

[Amoo_Safar's solution](#)

950.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Amoo_Safar's solution](#)

951.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Amoo_Safar's solution](#)

952.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Amoo_Safar's solution](#)

953.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Amoo_Safar's solution](#)

954.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Amoo_Safar's solution](#)

955.

250E

[Mad Joe](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2000 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Amoo_Safar's solution](#)

956.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Amoo_Safar's solution](#)

957.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[Amoo_Safar's solution](#)

958.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Amoo_Safar's solution](#)

959.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Amoo_Safar's solution](#)

960.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Amoo_Safar's solution](#)

961.

434B

[Nanami's Digital Board](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, implementation, two pointers

[Amoo_Safar's solution](#)

962.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Amoo_Safar's solution](#)

963.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Amoo_Safar's solution](#)

964.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[Amoo_Safar's solution](#)

965.

668D

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

Rating: 2000 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Amoo_Safar's solution](#)

966.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[Amoo_Safar's solution](#)

967.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math,

number theory, trees

[Amoo_Safar's solution](#)

968.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Amoo_Safar's solution](#)

969.

1209E1

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

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Amoo_Safar's solution](#)

970.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[Amoo_Safar's solution](#)

971.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Amoo_Safar's solution](#)

972.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[Amoo_Safar's solution](#)

973.

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[Amoo_Safar's solution](#)

974.

1165F1

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

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Amoo_Safar's solution](#)

975.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: games

[Amoo_Safar's solution](#)

976.

1142B

[Lynnyrd Skynnyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Amoo_Safar's solution](#)

977.

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Amoo_Safar's solution](#)

978.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Amoo_Safar's solution](#)

979.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,061 global accepts · Rating: 2000 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Amoo_Safar's solution](#)

980.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Amoo_Safar's solution](#)

981.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[Amoo_Safar's solution](#)

982.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[Amoo_Safar's solution](#)

983.

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[Amoo_Safar's solution](#)

984.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[Amoo_Safar's solution](#)

985.

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, shortest paths

[Amoo_Safar's solution](#)

986.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Amoo_Safar's solution](#)

987.

766D

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

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[Amoo_Safar's solution](#)

988.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Amoo_Safar's solution](#)

989.

579E

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

Rating: 2000 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: ternary search

[Amoo_Safar's solution](#)

990.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[Amoo_Safar's solution](#)

991.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[Amoo_Safar's solution](#)

992.

47C

[Crossword](#) · [Tutorial](#)

Quality: 868 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

993.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-04-28 · Python 3 (first AC) · Tags: math

[Amoo_Safar's solution](#)

994.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Amoo_Safar's solution](#)

995.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

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996.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Amoo_Safar's solution](#)

997.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Amoo_Safar's solution](#)

998.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[Amoo Safar's solution](#)

999.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Amoo Safar's solution](#)

1000.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[Amoo Safar's solution](#)

1001.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Amoo Safar's solution](#)

1002.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Amoo Safar's solution](#)

1003.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Amoo Safar's solution](#)

1004.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Amoo Safar's solution](#)

1005.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Amoo Safar's solution](#)

1006.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Amoo Safar's solution](#)

1007.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Amoo Safar's solution](#)

1008.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Amoo_Safar's solution](#)

1009.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Amoo_Safar's solution](#)

1010.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[Amoo_Safar's solution](#)

1011.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[Amoo_Safar's solution](#)

1012.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Amoo_Safar's solution](#)

1013.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[Amoo_Safar's solution](#)

1014.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[Amoo_Safar's solution](#)

1015.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Amoo_Safar's solution](#)

1016.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Amoo_Safar's solution](#)

1017.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Amoo_Safar's solution](#)

1018.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Amoo_Safar's solution](#)

1019.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Amoo_Safar's solution](#)

1020.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[Amoo_Safar's solution](#)

1021.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Amoo_Safar's solution](#)

1022.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[Amoo_Safar's solution](#)

1023.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Amoo_Safar's solution](#)

1024.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Amoo_Safar's solution](#)

1025.

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Amoo_Safar's solution](#)

1026.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Amoo_Safar's solution](#)

1027.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search

[Amoo_Safar's solution](#)

1028.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp, greedy, trees

[Amoo_Safar's solution](#)

1029.

546E

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

Quality: 4,310 global accepts · Rating: 2100 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, math

[Amoo_Safar's solution](#)

1030.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, meet-in-the-middle

[Amoo_Safar's solution](#)

1031.

336D

[Vasily the Bear and Beautiful Strings](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2100 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Amoo_Safar's solution](#)

1032.

302D

[Yaroslav and Time](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, shortest paths

[Amoo_Safar's solution](#)

1033.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[Amoo_Safar's solution](#)

1034.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: data structures, geometry, greedy

[Amoo_Safar's solution](#)

1035.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[Amoo_Safar's solution](#)

1036.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Amoo_Safar's solution](#)

1037.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Amoo_Safar's solution](#)

1038.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Amoo_Safar's solution](#)

1039.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Amoo_Safar's solution](#)

1040.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Amoo_Safar's solution](#)

1041.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[Amoo_Safar's solution](#)

1042.

529D

[Social Network](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Amoo_Safar's solution](#)

1043.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[Amoo_Safar's solution](#)

1044.

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, greedy

[Amoo_Safar's solution](#)

1045.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Amoo_Safar's solution](#)

1046.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Amoo_Safar's solution](#)

1047.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[Amoo_Safar's solution](#)

1048.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2019-05-19 · last AC: 2019-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Amoo_Safar's solution](#)

1049.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Amoo_Safar's solution](#)

1050.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[Amoo_Safar's solution](#)

1051.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[Amoo_Safar's solution](#)

1052.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Amoo_Safar's solution](#)

1053.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory

[Amoo_Safar's solution](#)

1054.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[Amoo_Safar's solution](#)

1055.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Amoo_Safar's solution](#)

1056.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Amoo_Safar's solution](#)

1057.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2100 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Amoo_Safar's solution](#)

1058.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, greedy

[Amoo_Safar's solution](#)

1059.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2019-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[Amoo_Safar's solution](#)

1060.

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Amoo_Safar's solution](#)

1061.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2018-11-17 · last AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Amoo_Safar's solution](#)

1062.

1074C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, geometry

[Amoo_Safar's solution](#)

1063.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[Amoo_Safar's solution](#)

1064.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[Amoo_Safar's solution](#)

1065.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2018-09-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer

[Amoo_Safar's solution](#)

1066.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,243 global accepts · Rating: 2100 · first AC: 2018-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Amoo_Safar's solution](#)

1067.

577E

[Points on Plane](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Amoo_Safar's solution](#)

1068.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Amoo_Safar's solution](#)

1069.

268E

[Playlist](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 2100 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities, sortings

[Amoo Safar's solution](#)

1070.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2018-07-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Amoo Safar's solution](#)

1071.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2018-04-28 · Python 3 (first AC) · Tags: combinatorics, dp

[Amoo Safar's solution](#)

1072.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2018-04-26 · Python 3 (first AC) · Tags: binary search, implementation, math

[Amoo Safar's solution](#)

1073.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[Amoo Safar's solution](#)

1074.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[Amoo Safar's solution](#)

1075.

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

[Amoo Safar's solution](#)

1076.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Amoo Safar's solution](#)

1077.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Amoo Safar's solution](#)

1078.

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

[Amoo Safar's solution](#)

1079.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[Amoo Safar's solution](#)

1080.

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

[Amoo Safar's solution](#)

1081.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Amoo Safar's solution](#)

1082.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[Amoo Safar's solution](#)

1083.

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

[Amoo Safar's solution](#)

1084.

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

[Amoo Safar's solution](#)

1085.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Amoo Safar's solution](#)

1086.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Amoo Safar's solution](#)

1087.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Amoo Safar's solution](#)

1088.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Amoo Safar's solution](#)

1089.

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

[Amoo_Safar's solution](#)

1090.

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

[Amoo_Safar's solution](#)

1091.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Amoo_Safar's solution](#)

1092.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Amoo_Safar's solution](#)

1093.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[Amoo_Safar's solution](#)

1094.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Amoo_Safar's solution](#)

1095.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Amoo_Safar's solution](#)

1096.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[Amoo_Safar's solution](#)

1097.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Amoo_Safar's solution](#)

1098.

1424M

[Ancient Language](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2200 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, sortings

[Amoo_Safar's solution](#)

1099.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Amoo_Safar's solution](#)

1100.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: dp, strings

[Amoo_Safar's solution](#)

1101.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Amoo_Safar's solution](#)

1102.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Amoo_Safar's solution](#)

1103.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Amoo_Safar's solution](#)

1104.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Amoo_Safar's solution](#)

1105.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Amoo_Safar's solution](#)

1106.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Amoo_Safar's solution](#)

1107.

1178F1

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

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[Amoo_Safar's solution](#)

1108.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Amoo_Safar's solution](#)

1109.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Amoo_Safar's solution](#)

1110.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[Amoo_Safar's solution](#)

1111.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Amoo_Safar's solution](#)

1112.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs

[Amoo_Safar's solution](#)

1113.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Amoo_Safar's solution](#)

1114.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[Amoo_Safar's solution](#)

1115.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Amoo_Safar's solution](#)

1116.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[Amoo_Safar's solution](#)

1117.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Amoo_Safar's solution](#)

1118.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Amoo_Safar's solution](#)

1119.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs

[Amoo_Safar's solution](#)

1120.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[Amoo_Safar's solution](#)

1121.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Amoo_Safar's solution](#)

1122.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Amoo_Safar's solution](#)

1123.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Amoo_Safar's solution](#)

1124.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, math

[Amoo_Safar's solution](#)

1125.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Amoo_Safar's solution](#)

1126.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Amoo_Safar's solution](#)

1127.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Amoo_Safar's solution](#)

1128.

353E

[Antichain](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2200 · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, greedy

[Amoo_Safar's solution](#)

1129.

554E

[Love Triangles](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Amoo_Safar's solution](#)

1130.

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms,

graphs

[Amoo_Safar's solution](#)

1131.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Amoo_Safar's solution](#)

1132.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry

[Amoo_Safar's solution](#)

1133.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Amoo_Safar's solution](#)

1134.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Amoo_Safar's solution](#)

1135.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Amoo_Safar's solution](#)

1136.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Amoo_Safar's solution](#)

1137.

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

[Amoo_Safar's solution](#)

1138.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Amoo_Safar's solution](#)

1139.

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

[Amoo_Safar's solution](#)

1140.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Amoo Safar's solution](#)

1141.

1919F1

[Wine Factory \(Easy Version\) · Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Amoo Safar's solution](#)

1142.

1916E

[Happy Life in University · Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Amoo Safar's solution](#)

1143.

1874C

[Jellyfish and EVA · Tutorial](#)

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Amoo Safar's solution](#)

1144.

1870E

[Another MEX Problem · Tutorial](#)

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Amoo Safar's solution](#)

1145.

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

[Amoo Safar's solution](#)

1146.

1768E

[Partial Sorting · Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Amoo Safar's solution](#)

1147.

1782E

[Rectangle Shrinking · Tutorial](#)

Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Amoo Safar's solution](#)

1148.

1654E

[Arithmetic Operations · Tutorial](#)

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[Amoo Safar's solution](#)

1149.

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

[Amoo Safar's solution](#)

1150.

1621E

[New School · Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Amoo_Safar's solution](#)

1151.

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

[Amoo_Safar's solution](#)

1152.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Amoo_Safar's solution](#)

1153.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[Amoo_Safar's solution](#)

1154.

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

[Amoo_Safar's solution](#)

1155.

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

[Amoo_Safar's solution](#)

1156.

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

[Amoo_Safar's solution](#)

1157.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Amoo_Safar's solution](#)

1158.

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, shortest paths

[Amoo_Safar's solution](#)

1159.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[Amoo_Safar's solution](#)

1160.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Amoo_Safar's solution](#)

1161.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Amoo_Safar's solution](#)

1162.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Amoo_Safar's solution](#)

1163.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing

[Amoo_Safar's solution](#)

1164.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[Amoo_Safar's solution](#)

1165.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Amoo_Safar's solution](#)

1166.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Amoo_Safar's solution](#)

1167.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Amoo_Safar's solution](#)

1168.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Amoo_Safar's solution](#)

1169.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees

[Amoo_Safar's solution](#)

1170.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Amoo_Safar's solution](#)

1171.

203E

[Transportation](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2300 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[Amoo Safar's solution](#)

1172.

424D

[Biathlon Track](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp

[Amoo Safar's solution](#)

1173.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[Amoo Safar's solution](#)

1174.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[Amoo Safar's solution](#)

1175.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[Amoo Safar's solution](#)

1176.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[Amoo Safar's solution](#)

1177.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Amoo Safar's solution](#)

1178.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Amoo Safar's solution](#)

1179.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Amoo Safar's solution](#)

1180.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Amoo Safar's solution](#)

1181.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Amoo_Safar's solution](#)

1182.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Amoo_Safar's solution](#)

1183.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Amoo_Safar's solution](#)

1184.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Amoo_Safar's solution](#)

1185.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Amoo_Safar's solution](#)

1186.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy

[Amoo_Safar's solution](#)

1187.

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2019-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, greedy

[Amoo_Safar's solution](#)

1188.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[Amoo_Safar's solution](#)

1189.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Amoo_Safar's solution](#)

1190.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-23 · last AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[Amoo_Safar's solution](#)

1191.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[Amoo_Safar's solution](#)

1192.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees

[Amoo Safar's solution](#)

1193.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · last AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Amoo Safar's solution](#)

1194.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Amoo Safar's solution](#)

1195.

870E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Amoo Safar's solution](#)

1196.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Amoo Safar's solution](#)

1197.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2018-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Amoo Safar's solution](#)

1198.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2018-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Amoo Safar's solution](#)

1199.

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: fft, number theory

[Amoo Safar's solution](#)

1200.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Amoo Safar's solution](#)

1201.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[Amoo Safar's solution](#)

1202.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Amoo](#) [Safar's solution](#)

1203.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Amoo](#) [Safar's solution](#)

1204.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Amoo](#) [Safar's solution](#)

1205.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 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

[Amoo](#) [Safar's solution](#)

1206.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Amoo](#) [Safar's solution](#)

1207.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[Amoo](#) [Safar's solution](#)

1208.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Amoo](#) [Safar's solution](#)

1209.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Amoo](#) [Safar's solution](#)

1210.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Amoo](#) [Safar's solution](#)

1211.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy,

number theory

[Amoo_Safar's solution](#)

1212.

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

[Amoo_Safar's solution](#)

1213.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: flows, trees

[Amoo_Safar's solution](#)

1214.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[Amoo_Safar's solution](#)

1215.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Amoo_Safar's solution](#)

1216.

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

[Amoo_Safar's solution](#)

1217.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Amoo_Safar's solution](#)

1218.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Amoo_Safar's solution](#)

1219.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Amoo_Safar's solution](#)

1220.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Amoo_Safar's solution](#)

1221.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Amoo_Safar's solution](#)

1222.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Amoo_Safar's solution](#)

1223.

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[Amoo_Safar's solution](#)

1224.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Amoo_Safar's solution](#)

1225.

175D

[Plane of Tanks: Duel](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 2400 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: brute force, dp, math, probabilities

[Amoo_Safar's solution](#)

1226.

304E

[Minimum Modular](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: graphs, math, number theory

[Amoo_Safar's solution](#)

1227.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Amoo_Safar's solution](#)

1228.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Amoo_Safar's solution](#)

1229.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Amoo_Safar's solution](#)

1230.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: binary search, graphs

[Amoo_Safar's solution](#)

1231.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Amoo_Safar's solution](#)

1232.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1233.

1242C

[Sum Balance](#) · [Tutorial](#)

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

[Amoo_Safar's solution](#)

1234.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees

[Amoo_Safar's solution](#)

1235.

529C

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

Rating: 2400 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Amoo_Safar's solution](#)

1236.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Amoo_Safar's solution](#)

1237.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Amoo_Safar's solution](#)

1238.

668C

[Little Artem and Random Variable](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-10-14 · last AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[Amoo_Safar's solution](#)

1239.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[Amoo_Safar's solution](#)

1240.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[Amoo_Safar's solution](#)

1241.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[Amoo_Safar's solution](#)

1242.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[Amoo_Safar's solution](#)

1243.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Amoo_Safar's solution](#)

1244.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[Amoo_Safar's solution](#)

1245.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[Amoo_Safar's solution](#)

1246.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[Amoo_Safar's solution](#)

1247.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-11 · last AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Amoo_Safar's solution](#)

1248.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Amoo_Safar's solution](#)

1249.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Amoo_Safar's solution](#)

1250.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[Amoo_Safar's solution](#)

1251.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[Amoo_Safar's solution](#)

1252.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, trees

[Amoo_Safar's solution](#)

1253.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Amoo Safar's solution](#)

1254.

1044D

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

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Amoo Safar's solution](#)

1255.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2018-10-31 · last AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Amoo Safar's solution](#)

1256.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Amoo Safar's solution](#)

1257.

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Amoo Safar's solution](#)

1258.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry

[Amoo Safar's solution](#)

1259.

2206B

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

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, trees

[Amoo Safar's solution](#)

1260.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Amoo Safar's solution](#)

1261.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Amoo Safar's solution](#)

1262.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Amoo Safar's solution](#)

1263.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[Amoo Safar's solution](#)

1264.

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

[Amoo](#) [Safar's solution](#)

1265.

729F

[Financiers Game](#) · [Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Amoo](#) [Safar's solution](#)

1266.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Amoo](#) [Safar's solution](#)

1267.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Amoo](#) [Safar's solution](#)

1268.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Amoo](#) [Safar's solution](#)

1269.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Amoo](#) [Safar's solution](#)

1270.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Amoo](#) [Safar's solution](#)

1271.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2021-11-22 · last AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, strings

[Amoo](#) [Safar's solution](#)

1272.

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

[Amoo](#) [Safar's solution](#)

1273.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Amoo_Safar's solution](#)

1274.

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

[Amoo_Safar's solution](#)

1275.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · last AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Amoo_Safar's solution](#)

1276.

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

[Amoo_Safar's solution](#)

1277.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 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

[Amoo_Safar's solution](#)

1278.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2021-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[Amoo_Safar's solution](#)

1279.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Amoo_Safar's solution](#)

1280.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Amoo_Safar's solution](#)

1281.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[Amoo_Safar's solution](#)

1282.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Amoo_Safar's solution](#)

1283.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Amoo_Safar's solution](#)

1284.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[Amoo_Safar's solution](#)

1285.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Amoo_Safar's solution](#)

1286.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, trees

[Amoo_Safar's solution](#)

1287.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Amoo_Safar's solution](#)

1288.

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

[Amoo_Safar's solution](#)

1289.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Amoo_Safar's solution](#)

1290.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[Amoo_Safar's solution](#)

1291.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Amoo_Safar's solution](#)

1292.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, implementation

[Amoo_Safar's solution](#)

1293.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu

[Amoo_Safar's solution](#)

1294.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Amoo_Safar's solution](#)

1295.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[Amoo_Safar's solution](#)

1296.

1314B

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

Rating: 2500 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Amoo_Safar's solution](#)

1297.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[Amoo_Safar's solution](#)

1298.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[Amoo_Safar's solution](#)

1299.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[Amoo_Safar's solution](#)

1300.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft

[Amoo_Safar's solution](#)

1301.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Amoo_Safar's solution](#)

1302.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Amoo_Safar's solution](#)

1303.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Amoo_Safar's solution](#)

1304.

1209E2

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

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Amoo_Safar's solution](#)

1305.

1188C

[Array Beauty · Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Amoo_Safar's solution](#)

1306.

1174E

[Ehab and the Expected GCD Problem · Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Amoo_Safar's solution](#)

1307.

645F

[Cowslip Collections · Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Amoo_Safar's solution](#)

1308.

1146F

[Leaf Partition · Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Amoo_Safar's solution](#)

1309.

1065F

[Up and Down the Tree · Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Amoo_Safar's solution](#)

1310.

348D

[Turtles · Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Amoo_Safar's solution](#)

1311.

1041F

[Ray in the tube · Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[Amoo_Safar's solution](#)

1312.

1037F

[Maximum Reduction · Tutorial](#)

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[Amoo_Safar's solution](#)

1313.

2206D

[Christmas Tree Un-decoration · Tutorial](#)

Quality: 242 global accepts · Rating: 2600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Amoo_Safar's solution](#)

1314.

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

[Amoo_Safar's solution](#)

1315.

2150E1

[Hidden Single \(Version 1\) · Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Amoo_Safar's solution](#)

1316.

2138D

[Antiamuny and Slider Movement · Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[Amoo_Safar's solution](#)

1317.

2129D

[Permutation Blackhole · Tutorial](#)

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Amoo_Safar's solution](#)

1318.

2122E

[Greedy Grid Counting · Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Amoo_Safar's solution](#)

1319.

1919E

[Counting Prefixes · Tutorial](#)

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Amoo_Safar's solution](#)

1320.

1896F

[Bracket Xoring · Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Amoo_Safar's solution](#)

1321.

1889C2

[Doremy's Drying Plan \(Hard Version\) · Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Amoo_Safar's solution](#)

1322.

1835C

[Twin Clusters · Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Amoo_Safar's solution](#)

1323.

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

[Amoo_Safar's solution](#)

1324.

1599J

[Bob's Beautiful Array · Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[Amoo_Safar's solution](#)

1325.

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Amoo_Safar's solution](#)

1326.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[Amoo_Safar's solution](#)

1327.

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

[Amoo_Safar's solution](#)

1328.

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

[Amoo_Safar's solution](#)

1329.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Amoo_Safar's solution](#)

1330.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[Amoo_Safar's solution](#)

1331.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Amoo_Safar's solution](#)

1332.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Amoo_Safar's solution](#)

1333.

536C

[Tavas and Pashmaks](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Amoo_Safar's solution](#)

1334.

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

[Amoo_Safar's solution](#)

1335.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[Amoo_Safar's solution](#)

1336.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Amoo_Safar's solution](#)

1337.

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees

[Amoo_Safar's solution](#)

1338.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[Amoo_Safar's solution](#)

1339.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[Amoo_Safar's solution](#)

1340.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[Amoo_Safar's solution](#)

1341.

67C

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

Quality: 745 global accepts · Rating: 2600 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: dp

[Amoo_Safar's solution](#)

1342.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Amoo_Safar's solution](#)

1343.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Amoo_Safar's solution](#)

1344.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Amoo_Safar's solution](#)

1345.

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: dp, games

[Amoo_Safar's solution](#)

1346.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: math, strings

[Amoo_Safar's solution](#)

1347.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · last AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[Amoo_Safar's solution](#)

1348.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Amoo_Safar's solution](#)

1349.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Amoo_Safar's solution](#)

1350.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Amoo_Safar's solution](#)

1351.

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2600 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation

[Amoo_Safar's solution](#)

1352.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[Amoo_Safar's solution](#)

1353.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2019-01-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[Amoo_Safar's solution](#)

1354.

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, geometry, graphs,

sortings

[Amoo_Safar's solution](#)

1355.

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

[Amoo_Safar's solution](#)

1356.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[Amoo_Safar's solution](#)

1357.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[Amoo_Safar's solution](#)

1358.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, math, matrices

[Amoo_Safar's solution](#)

1359.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Amoo_Safar's solution](#)

1360.

1782F

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

Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Amoo_Safar's solution](#)

1361.

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

[Amoo_Safar's solution](#)

1362.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, shortest paths

[Amoo_Safar's solution](#)

1363.

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

[Amoo_Safar's solution](#)

1364.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, sortings

[Amoo_Safar's solution](#)

1365.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Amoo_Safar's solution](#)

1366.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2020-12-01 · last AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Amoo_Safar's solution](#)

1367.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Amoo_Safar's solution](#)

1368.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[Amoo_Safar's solution](#)

1369.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Amoo_Safar's solution](#)

1370.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[Amoo_Safar's solution](#)

1371.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[Amoo_Safar's solution](#)

1372.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[Amoo_Safar's solution](#)

1373.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[Amoo_Safar's solution](#)

1374.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Amoo_Safar's solution](#)

1375.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, constructive algorithms, interactive

[Amoo Safar's solution](#)**1376.**

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Amoo Safar's solution](#)**1377.**

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Amoo Safar's solution](#)**1378.**

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings, two pointers

[Amoo Safar's solution](#)**1379.**

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[Amoo Safar's solution](#)**1380.**

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · last AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[Amoo Safar's solution](#)**1381.**

871D

[Paths](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: number theory, sortings

[Amoo Safar's solution](#)**1382.**

529A

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[Amoo Safar's solution](#)**1383.**

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[Amoo Safar's solution](#)**1384.**

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[Amoo Safar's solution](#)

1385.

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, trees

[Amoo_Safar's solution](#)

1386.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[Amoo_Safar's solution](#)

1387.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[Amoo_Safar's solution](#)

1388.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Amoo_Safar's solution](#)

1389.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Amoo_Safar's solution](#)

1390.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[Amoo_Safar's solution](#)

1391.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Amoo_Safar's solution](#)

1392.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Amoo_Safar's solution](#)

1393.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Amoo_Safar's solution](#)

1394.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[Amoo_Safar's solution](#)

1395.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Amoo](#) [Safar's solution](#)

1396.

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

[Amoo](#) [Safar's solution](#)

1397.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings

[Amoo](#) [Safar's solution](#)

1398.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[Amoo](#) [Safar's solution](#)

1399.

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Amoo](#) [Safar's solution](#)

1400.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[Amoo](#) [Safar's solution](#)

1401.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Amoo](#) [Safar's solution](#)

1402.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Amoo](#) [Safar's solution](#)

1403.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Amoo](#) [Safar's solution](#)

1404.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, trees

[Amoo](#) [Safar's solution](#)

1405.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[Amoo Safar's solution](#)

1406.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[Amoo Safar's solution](#)

1407.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Amoo Safar's solution](#)

1408.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Amoo Safar's solution](#)

1409.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Amoo Safar's solution](#)

1410.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, strings

[Amoo Safar's solution](#)

1411.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[Amoo Safar's solution](#)

1412.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs

[Amoo Safar's solution](#)

1413.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Amoo Safar's solution](#)

1414.

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[Amoo Safar's solution](#)

1415.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[Amoo Safar's solution](#)

1416.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[Amoo Safar's solution](#)

1417.

932G

[Palindrome Partition](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings

[Amoo Safar's solution](#)

1418.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Amoo Safar's solution](#)

1419.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Amoo Safar's solution](#)

1420.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices

[Amoo Safar's solution](#)

1421.

1575F

[Finding Expected Value](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2900 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[Amoo Safar's solution](#)

1422.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[Amoo Safar's solution](#)

1423.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, trees

[Amoo Safar's solution](#)

1424.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[Amoo Safar's solution](#)

1425.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2021-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Amoo_Safar's solution](#)

1426.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Amoo_Safar's solution](#)

1427.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[Amoo_Safar's solution](#)

1428.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[Amoo_Safar's solution](#)

1429.

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Amoo_Safar's solution](#)

1430.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Amoo_Safar's solution](#)

1431.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry

[Amoo_Safar's solution](#)

1432.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Amoo_Safar's solution](#)

1433.

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, shortest paths, string suffix structures

[Amoo_Safar's solution](#)

1434.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, trees

[Amoo_Safar's solution](#)

1435.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: data structures

[Amoo_Safar's solution](#)

1436.

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2019-12-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, flows, graphs

[Amoo_Safar's solution](#)

1437.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2019-12-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[Amoo_Safar's solution](#)

1438.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Amoo_Safar's solution](#)

1439.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[Amoo_Safar's solution](#)

1440.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[Amoo_Safar's solution](#)

1441.

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory

[Amoo_Safar's solution](#)

1442.

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

[Amoo_Safar's solution](#)

1443.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-14 · last AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[Amoo_Safar's solution](#)

1444.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, sortings

[Amoo_Safar's solution](#)

1445.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Amoo_Safar's solution](#)

1446.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[Amoo Safar's solution](#)

1447.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[Amoo Safar's solution](#)

1448.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Amoo Safar's solution](#)

1449.

1423I

[Lookup Tables](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3000 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[Amoo Safar's solution](#)

1450.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[Amoo Safar's solution](#)

1451.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Amoo Safar's solution](#)

1452.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[Amoo Safar's solution](#)

1453.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[Amoo Safar's solution](#)

1454.

668E

[Little Artem and 2-SAT](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Amoo Safar's solution](#)

1455.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[Amoo Safar's solution](#)

1456.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Amoo](#) [Safar's solution](#)

1457.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Amoo](#) [Safar's solution](#)

1458.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Amoo](#) [Safar's solution](#)

1459.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Amoo](#) [Safar's solution](#)

1460.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[Amoo](#) [Safar's solution](#)

1461.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Amoo](#) [Safar's solution](#)

1462.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, math

[Amoo](#) [Safar's solution](#)

1463.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[Amoo](#) [Safar's solution](#)

1464.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2021-12-11 · last AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[Amoo](#) [Safar's solution](#)

1465.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[Amoo](#) [Safar's solution](#)

1466.

2135E1

[Beyond the Palindrome \(Easy Version\) · Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Amoo_Safar's solution](#)

1467.

2034H

[Rayan vs. Rayaneh · Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2024-12-01 · last AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Amoo_Safar's solution](#)

1468.

2023E

[Tree of Life · Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Amoo_Safar's solution](#)

1469.

1528F

[AmShZ Farm · Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2021-12-12 · last AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Amoo_Safar's solution](#)

1470.

1340F

[Nastya and CBS · Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing

[Amoo_Safar's solution](#)

1471.

1558F

[Strange Sort · Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Amoo_Safar's solution](#)

1472.

1552H

[Guess the Perimeter · Tutorial](#)

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory

[Amoo_Safar's solution](#)

1473.

1523F

[Favorite Game · Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Amoo_Safar's solution](#)

1474.

1290E

[Cartesian Tree · Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Amoo_Safar's solution](#)

1475.

1270I

[Xor on Figures · Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, fft, math

[Amoo_Safar's solution](#)

1476.

1336F

[Journey · Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer,

graphs, trees

[Amoo_Safar's solution](#)

1477.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Amoo_Safar's solution](#)

1478.

104848D

[Christmas Children Circle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1479.

104848M

[Fine Trip](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1480.

104848H

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

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1481.

104848N

[Integer Perimeter](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1482.

104848E

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

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1483.

104848F

[Build the Non-Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1484.

104848A

[A Non-Palindromic Modification](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1485.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1486.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1487.

104288I

[Spider Walk](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1488.

104288L

[Where Am I? · Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1489.

104288J

[Splitstream · Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1490.

104288H

[Prehistoric Programs · Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1491.

104288C

[Fair Division · Tutorial](#)

Rating: — · first AC: 2024-04-07 · PyPy 3 (first AC) · Tags: —

[Amoo_Safar's solution](#)

1492.

102059B

[Dev, Please Add This! · Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1493.

102059C

[Dstory · Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1494.

103855C

[UCP-Clustering · Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1495.

101669H

[Cat and Mouse · Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1496.

103428L

[shake hands · Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1497.

104345L

[Village Planning · Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1498.

104345M

[Window Arrangement · Tutorial](#)

Rating: — · first AC: 2023-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1499.

101234A

[Hacker Cups and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1500.

100168B

[B430ä;CÄ5Cd4D2 2CT:D\\$>D 0CÄ8](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1501.

100168A

[A6700D =D`9 D43Cä; D\\$>Dt:C€](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1502.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1503.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1504.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1505.

102511B

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

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1506.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1507.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1508.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1509.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1510.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1511.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1512.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1513.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1514.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1515.

101471A

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

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1516.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1517.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1518.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1519.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1520.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1521.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1522.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1523.

101242I

[Road Times](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1524.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1525.

101242F

[Longest Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1526.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1527.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1528.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1529.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1530.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1531.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1532.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1533.

104065K

[Pattern Matching in A Minor ``Low Space``](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1534.

104065J

[Middle Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1535.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1536.

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1537.

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1538.

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1539.

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1540.

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1541.

101239K

[Tours](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1542.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1543.

101239E

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

Rating: — · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1544.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1545.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1546.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1547.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1548.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · PyPy 3-64 (first AC) · Tags: —

[Amoo_Safar's solution](#)

1549.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1550.

104053A

[Alice and Her Lost Cat](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1551.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1552.

104053K

[Middle Point Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1553.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1554.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1555.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1556.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1557.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1558.

103415J

[Cafeteria](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1559.

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1560.

103415F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1561.

103415K

[Magus Night](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1562.

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1563.

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1564.

103860D

[Tree Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1565.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1566.

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1567.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1568.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1569.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1570.

103860I

[Reverse LIS](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1571.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1572.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1573.

103861D

[Two Walls](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1574.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1575.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1576.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1577.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1578.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1579.

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1580.

104023K

[IWanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1581.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1582.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1583.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1584.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1585.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1586.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1587.

104023E

[Python Will be Faster than C++ · Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1588.

104077D

[Contests · Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1589.

104077A

[Bridge · Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1590.

104077B

[Cells Coloring · Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1591.

104077E

[Find Maximum · Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1592.

104077J

[Strange Sum · Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1593.

104077L

[Tree · Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1594.

104077G

[Perfect Word · Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1595.

104077F

[Hotel · Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1596.

104077C

[Clone Ranran · Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1597.

103428C

[Assign or Multiply · Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1598.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1599.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1600.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1601.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1602.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1603.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1604.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1605.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1606.

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1607.

104396B

[Honkai in TAIKULA](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1608.

104396L

[Architect](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1609.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1610.

104396J

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

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1611.

104396K

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

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1612.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1613.

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1614.

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1615.

104345H

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

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1616.

104345G

[One Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1617.

104345F

[Making Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1618.

104345J

[Squirrel Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1619.

104345D

[Building Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1620.

104345B

[Query on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1621.

104427K

[Connect the Dots](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1622.

104427F

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

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1623.

104427I

[Visiting Friend](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1624.

104427J

[Cooperation Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1625.

104427G

[Make Everything White](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1626.

104427B

[Lawyers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1627.

104427A

[Reversing](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1628.

undefined180

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-27 · last AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Amoo_Safar's solution](#)

1629.

103855K

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · last AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1630.

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1631.

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1632.

102059M

[Utilitarianism](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1633.

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1634.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1635.

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1636.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1637.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1638.

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1639.

103260E

[Smol Vertex Cover](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1640.

103260G

[Remove the Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1641.

103260I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1642.

103260A

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

Rating: — · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1643.

103260J

[Increasing or Decreasing](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1644.

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1645.

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1646.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1647.

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1648.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1649.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1650.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1651.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1652.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1653.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1654.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1655.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1656.

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1657.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1658.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1659.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1660.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1661.

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1662.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1663.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1664.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1665.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1666.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1667.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1668.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1669.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1670.

104011J

[Journey in Fog](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1671.

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1672.

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1673.

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1674.

104011D

[Day Streak](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1675.

104011E

[Extreme Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1676.

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1677.

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1678.

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1679.

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1680.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1681.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1682.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1683.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

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1684.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

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1685.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

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1686.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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1687.

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1688.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1689.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1690.

104064G

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

Rating: — · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1691.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1692.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1693.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1694.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1695.

102956E

[Brief Statements Union](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1696.

102956A

[Belarusian State University](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1697.

102956B

[Beautiful Sequence Unraveling](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1698.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1699.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1700.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1701.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1702.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1703.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1704.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1705.

102785F

[Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1706.

102785H

[A self-describing sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1707.

102785B

[Gremlins attack!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1708.

102785J

[R u really ready? · Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1709.

102785A

[A lazy controller · Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1710.

102460I

[The Spectrum · Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1711.

102460L

[Largest Quadrilateral · Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1712.

102460A

[Rush Hour Puzzle · Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1713.

102460E

[The League of Sequence Designers · Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1714.

102460J

[Automatic Control Machine · Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1715.

102460H

[Mining a · Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1716.

102460C

[Are They All Integers? · Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1717.

102460D

[Tapioka · Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1718.

102460K

[Length of Bundle Rope · Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1719.

100792F

[Flow Management](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1720.

100792L

[Locomotive](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1721.

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1722.

100792B

[Banana Brain's Bracelet](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1723.

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1724.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1725.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1726.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1727.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1728.

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1729.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1730.

1028960

[Optimum Server Location](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1731.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1732.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1733.

102896G

[Geometrical Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1734.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1735.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1736.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1737.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1738.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1739.

102483D

[Date Pickup](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1740.

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1741.

102483F

[Fastest Speedrun](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1742.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1743.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1744.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1745.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1746.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1747.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1748.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1749.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1750.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1751.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1752.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1753.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1754.

103447B

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

Rating: — · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1755.

102978G

[Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1756.

103104G

[Crossword Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1757.

103104H

[Information Transmission](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1758.

103104C

[Data structure](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1759.

103104E

[Revue](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1760.

103104K

[Chtholly and World-End Battle](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1761.

103104D

[Fragmentation merging](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1762.

103104I

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1763.

103104A

[CRC Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1764.

103104F

[Battery](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1765.

101964K

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

Rating: — · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1766.

101964A

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1767.

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1768.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1769.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1770.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1771.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1772.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1773.

101572H

[Hubtown](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1774.

101572C

[Compass Card Sales](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1775.

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1776.

101572A

[Airport Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1777.

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1778.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1779.

101572D

[Distinctive Character](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1780.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1781.

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1782.

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1783.

102500B

[Balanced Cut](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1784.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1785.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1786.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1787.

102500K

[Kitesurfing](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1788.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1789.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1790.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1791.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1792.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1793.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1794.

101630K

[Knapsack Cryptosystem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1795.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · last AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1796.

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1797.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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1798.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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1799.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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1800.

101630A

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

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1801.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1802.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1803.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1804.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1805.

103102J

[One Piece](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1806.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1807.

103102I

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

Rating: — · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1808.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1809.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1810.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1811.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1812.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1813.

103439I

[Colourful Permutation Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · last AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1814.

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1815.

103439H

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1816.

103439K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1817.

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1818.

103439C

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1819.

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1820.

103439N

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1821.

103439G

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1822.

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1823.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1824.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1825.

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1826.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1827.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1828.

101173D

[Dancing Disks](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1829.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1830.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1831.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1832.

103427D

[Cross the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1833.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1834.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1835.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1836.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1837.

103427L

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

Rating: — · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1838.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1839.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1840.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1841.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1842.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1843.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1844.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1845.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1846.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1847.

103202J

[Descent of Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1848.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1849.

103202F

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

Rating: — · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1850.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1851.

100513A

[Nasta Rabbara](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1852.

102028C

[Supreme Command](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1853.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1854.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1855.

102028E

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

Rating: — · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1856.

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1857.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1858.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1859.

102832I

[Kawaii Courier](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1860.

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1861.

102832J

[Abstract Painting](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1862.

102832L

[Coordinate Paper](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1863.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1864.

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1865.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1866.

102832D

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

Rating: — · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1867.

101561B

[Coin Collecting](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1868.

102798B

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1869.

102798K

[Tree Tweaking](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1870.

102798J

[Steins;Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1871.

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1872.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1873.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1874.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1875.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1876.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1877.

102361B

[The Tree of Haruhi Suzumiya](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1878.

102361C

[Sakurada Reset](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · last AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1879.

102361G

[Game on Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1880.

102361E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1881.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1882.

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1883.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1884.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1885.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1886.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1887.

undefined194

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Amoo_Safar's solution](#)

1888.

100431C

[Blind Flibs](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1889.

100431H

[Sea Port](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1890.

100431E

[Word Cover](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1891.

100431F

[Permutations with Monotonic Segments](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1892.

100431G

[Persistent Queue](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1893.

100431B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1894.

100431A

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

Rating: — · first AC: 2021-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1895.

100431D

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1896.

102346E

[Exhibition of Clownfish](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1897.

102346F

[Forests in Danger](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1898.

102346K

[Keep Calm and Sell Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1899.

102346J

[Jar of Water Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1900.

102346I

[Interplanetary](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1901.

102346G

[Getting Confidence](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1902.

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1903.

102346L

[Less Coin Tosses](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1904.

102346A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1905.

102346M

[Maratona Brasileira de Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1906.

102346H

[Hour for a Run](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1907.

102346B

[Buffoon](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1908.

102428H

[Hold or Continue?](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · last AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1909.

102428B

[Build the Perfect House](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1910.

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1911.

102428J

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

Rating: — · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1912.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1913.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1914.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1915.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1916.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1917.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1918.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1919.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1920.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1921.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1922.

102056J

[Philosophical ... Balance](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: —

[Amoo_Safar's solution](#)

1923.

102056E

[Immortal ... Universe](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1924.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1925.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1926.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1927.

102501E

[Pixels](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1928.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1929.

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1930.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1931.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1932.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1933.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1934.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1935.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1936.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1937.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1938.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1939.

102822E

[Escape from the Island](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1940.

102822B

[Building Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1941.

102822L

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1942.

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1943.

102822K

[Knowledge is Power](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1944.

102822J

[Joy of Handcraft](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1945.

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1946.

102391E

[Dead Cacti Society](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1947.

102391J

[Parklife](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1948.

102391I

[Minimum Diameter Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1949.

102391G

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

Rating: — · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1950.

102391F

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1951.

102391H

[Maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1952.

102391K

[Wind of Change](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1953.

102391A

[6789](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1954.

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1955.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1956.

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · GNU C++11 (first AC) · Tags: —

[Amoo_Safar's solution](#)

1957.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1958.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · GNU C++11 (first AC) · Tags: —

[Amoo_Safar's solution](#)

1959.

102441C

[Partial Sums](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1960.

102441D

[Lis on Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1961.

102441G

[Sum of Distances in Cactus](#) · Tutorial

Rating: — · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1962.

102441A

[Template for Search](#) · Tutorial

Rating: — · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1963.

102441I

[Cutting](#) · Tutorial

Rating: — · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1964.

102441F

[Random XOR](#) · Tutorial

Rating: — · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1965.

102441H

[Not A + B](#) · Tutorial

Rating: — · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1966.

102441J

[Paternity Testing](#) · Tutorial

Rating: — · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1967.

101667J

[Strongly Matchable](#) · Tutorial

Rating: — · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1968.

101667A

[Broadcast Stations](#) · Tutorial

Rating: — · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1969.

101667G

[Rectilinear Regions](#) · Tutorial

Rating: — · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1970.

101667E

[How Many to Be Happy?](#) · Tutorial

Rating: — · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1971.

101667L

[Vacation Plans](#) · Tutorial

Rating: — · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1972.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1973.

101667H

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1974.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1975.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1976.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1977.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1978.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1979.

101669E

[Looping Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1980.

101669C

[Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1981.

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-19 · GNU C++11 (first AC) · Tags: —

[Amoo_Safar's solution](#)

1982.

101669F

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

Rating: — · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1983.

101669L

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

Rating: — · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1984.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1985.

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1986.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-19 · GNU C++11 (first AC) · Tags: —

[Amoo_Safar's solution](#)

1987.

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-19 · GNU C++11 (first AC) · Tags: —

[Amoo_Safar's solution](#)

1988.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1989.

101955M

[Renaissance Past in Nancy](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1990.

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1991.

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1992.

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1993.

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1994.

101955E

[The Kouga Ninja Scrolls](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1995.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1996.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1997.

102538E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1998.

102538J

[Just Counting](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

1999.

102538I

[Ignore Submasks](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

2000.

102538B

[Best Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

2001.

102032E

[XOR sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · last AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

2002.

102032D

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

Rating: — · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

2003.

102032C

[Innoforest](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

2004.

102032B

[Squarow](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

2005.

102032A

[Innohorse](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

2006.

102534A

[Alphabet Contest](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

2007.

102534E

[Chicken Farm](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

2008.

102534B

[Need More T-shirts!](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

2009.

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

[Amoo_Safar's solution](#)

2010.

102154D

[Robomarathon](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

2011.

102154B

[Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

2012.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

2013.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

2014.

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

2015.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

2016.

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · last AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

2017.

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

2018.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

2019.

100851C

[Cactus Jubilee](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

2020.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

2021.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

2022.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

2023.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

2024.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

2025.

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Amoo_Safar's solution](#)

2026.

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

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