

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

# Unique solved — Anny

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

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

Filters: none

Count: 1,332

- 1.**  
2178A  
[Yes or Yes](#) · [Tutorial](#)  
Quality: 25,737 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[Anny's solution](#)
- 2.**  
2172A  
[ASCII Art Contest](#) · [Tutorial](#)  
Quality: 14,551 global accepts · Rating: 800 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[Anny's solution](#)
- 3.**  
2146A  
[Equal Occurrences](#) · [Tutorial](#)  
Quality: 21,838 global accepts · Rating: 800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation  
[Anny's solution](#)
- 4.**  
2143A  
[All Lengths Subtraction](#) · [Tutorial](#)  
Quality: 20,700 global accepts · Rating: 800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers  
[Anny's solution](#)
- 5.**  
2140A  
[Shift Sort](#) · [Tutorial](#)  
Quality: 22,263 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[Anny's solution](#)
- 6.**  
2128A  
[Recycling Center](#) · [Tutorial](#)  
Quality: 28,490 global accepts · Rating: 800 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[Anny's solution](#)
- 7.**  
2125A  
[Difficult Contest](#) · [Tutorial](#)  
Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings  
[Anny's solution](#)
- 8.**  
2122A  
[Greedy Grid](#) · [Tutorial](#)  
Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[Anny's solution](#)
- 9.**  
2112A  
[Race](#) · [Tutorial](#)  
Quality: 29,269 global accepts · Rating: 800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[Anny's solution](#)

**10.**

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,576 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[Anny's solution](#)

**11.**

2064A

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

Quality: 27,100 global accepts · Rating: 800 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[Anny's solution](#)

**12.**

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: math  
[Anny's solution](#)

**13.**

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[Anny's solution](#)

**14.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math  
[Anny's solution](#)

**15.**

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[Anny's solution](#)

**16.**

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory  
[Anny's solution](#)

**17.**

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,273 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[Anny's solution](#)

**18.**

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,980 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[Anny's solution](#)

**19.**

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,218 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[Anny's solution](#)

**20.**

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,460 global accepts · Rating: 800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[Anny's solution](#)

**21.**

2031A

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

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Anny's solution](#)

**22.**

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Anny's solution](#)

**23.**

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Anny's solution](#)

**24.**

2003B

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

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Anny's solution](#)

**25.**

2003A

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

Quality: 32,665 global accepts · Rating: 800 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Anny's solution](#)

**26.**

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Anny's solution](#)

**27.**

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Anny's solution](#)

**28.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Anny's solution](#)

**29.**

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[Anny's solution](#)

**30.**

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,109 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings

[Anny's solution](#)

**31.**

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Anny's solution](#)

**32.**

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Anny's solution](#)

**33.**

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,432 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[Anny's solution](#)

**34.**

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Anny's solution](#)

**35.**

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Anny's solution](#)

**36.**

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,645 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[Anny's solution](#)

**37.**

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,202 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[Anny's solution](#)

**38.**

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Anny's solution](#)

**39.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,851 global accepts · Rating: 800 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Anny's solution](#)

**40.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,373 global accepts · Rating: 800 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Anny's solution](#)

**41.**

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Anny's solution](#)

- 42.**  
1928A  
[Rectangle Cutting](#) · [Tutorial](#)  
Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[Anny's solution](#)
- 43.**  
1929B  
[Sasha and the Drawing](#) · [Tutorial](#)  
Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Anny's solution](#)
- 44.**  
1929A  
[Sasha and the Beautiful Array](#) · [Tutorial](#)  
Quality: 34,944 global accepts · Rating: 800 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[Anny's solution](#)
- 45.**  
1916A  
[2023](#) · [Tutorial](#)  
Quality: 28,313 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[Anny's solution](#)
- 46.**  
1891A  
[Sorting with Twos](#) · [Tutorial](#)  
Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[Anny's solution](#)
- 47.**  
1877A  
[Goals of Victory](#) · [Tutorial](#)  
Quality: 52,334 global accepts · Rating: 800 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Anny's solution](#)
- 48.**  
1870A  
[MEXanized Array](#) · [Tutorial](#)  
Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Anny's solution](#)
- 49.**  
1866A  
[Ambitious Kid](#) · [Tutorial](#)  
Quality: 51,362 global accepts · Rating: 800 · first AC: 2023-09-03 · last AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: math  
[Anny's solution](#)
- 50.**  
1861A  
[Prime Deletion](#) · [Tutorial](#)  
Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Anny's solution](#)
- 51.**  
1864A  
[Increasing and Decreasing](#) · [Tutorial](#)  
Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[Anny's solution](#)
- 52.**  
1798A  
[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[Anny's solution](#)

**53.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Anny's solution](#)

**54.**

1790A

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

Quality: 41,050 global accepts · Rating: 800 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings  
[Anny's solution](#)

**55.**

1793A

[Yet Another Promotion](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Anny's solution](#)

**56.**

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,976 global accepts · Rating: 800 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[Anny's solution](#)

**57.**

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,020 global accepts · Rating: 800 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Anny's solution](#)

**58.**

1775A1

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

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

**59.**

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[Anny's solution](#)

**60.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,436 global accepts · Rating: 800 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Anny's solution](#)

**61.**

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[Anny's solution](#)

**62.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,962 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[Anny's solution](#)

**63.**

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Anny's solution](#)

**64.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,665 global accepts · Rating: 800 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Anny's solution](#)

**65.**

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Anny's solution](#)

**66.**

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[Anny's solution](#)

**67.**

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Anny's solution](#)

**68.**

1748A

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

Quality: 25,314 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Anny's solution](#)

**69.**

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Anny's solution](#)

**70.**

1754A

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

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Anny's solution](#)

**71.**

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Anny's solution](#)

**72.**

1743A

[Password](#) · [Tutorial](#)

Quality: 29,541 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[Anny's solution](#)

**73.**

1744B

[Even-Odd Increments](#) · [Tutorial](#)

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Anny's solution](#)

- 74.**  
1744A  
[Number Replacement](#) · [Tutorial](#)  
Quality: 28,778 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[Anny's solution](#)
- 75.**  
1742B  
[Increasing](#) · [Tutorial](#)  
Quality: 61,104 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[Anny's solution](#)
- 76.**  
1742A  
[Sum](#) · [Tutorial](#)  
Quality: 104,314 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Anny's solution](#)
- 77.**  
1741B  
[Funny Permutation](#) · [Tutorial](#)  
Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Anny's solution](#)
- 78.**  
1741A  
[Compare T-Shirt Sizes](#) · [Tutorial](#)  
Quality: 33,803 global accepts · Rating: 800 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[Anny's solution](#)
- 79.**  
1729B  
[Decode String](#) · [Tutorial](#)  
Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[Anny's solution](#)
- 80.**  
1729A  
[Two Elevators](#) · [Tutorial](#)  
Quality: 45,900 global accepts · Rating: 800 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Anny's solution](#)
- 81.**  
1728B  
[Best Permutation](#) · [Tutorial](#)  
Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Anny's solution](#)
- 82.**  
1728A  
[Colored Balls: Revisited](#) · [Tutorial](#)  
Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings  
[Anny's solution](#)
- 83.**  
1722C  
[Word Game](#) · [Tutorial](#)  
Quality: 36,178 global accepts · Rating: 800 · first AC: 2022-09-01 · last AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[Anny's solution](#)
- 84.**  
1717A  
[Madoka and Strange Thoughts](#) · [Tutorial](#)  
Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Anny's solution](#)

**85.**

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Anny's solution](#)

**86.**

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,458 global accepts · Rating: 800 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**87.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,635 global accepts · Rating: 800 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**88.**

1721A

[Image](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Anny's solution](#)

**89.**

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Anny's solution](#)

**90.**

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[Anny's solution](#)

**91.**

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Anny's solution](#)

**92.**

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,822 global accepts · Rating: 800 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Anny's solution](#)

**93.**

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Anny's solution](#)

**94.**

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,086 global accepts · Rating: 800 · first AC: 2022-03-28 · last AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Anny's solution](#)

**95.**

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 800 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation

[Anny's solution](#)

**96.**

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Anny's solution](#)

**97.**

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,846 global accepts · Rating: 800 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Anny's solution](#)

**98.**

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Anny's solution](#)

**99.**

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,779 global accepts · Rating: 800 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Anny's solution](#)

**100.**

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Anny's solution](#)

**101.**

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Anny's solution](#)

**102.**

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Anny's solution](#)

**103.**

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,181 global accepts · Rating: 800 · first AC: 2022-07-12 · last AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Anny's solution](#)

**104.**

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,841 global accepts · Rating: 800 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Anny's solution](#)

**105.**

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,249 global accepts · Rating: 800 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Anny's solution](#)

**106.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Anny's solution](#)

**107.**

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**108.**

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,918 global accepts · Rating: 800 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**109.**

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Anny's solution](#)

**110.**

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,752 global accepts · Rating: 800 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**111.**

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,093 global accepts · Rating: 800 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Anny's solution](#)

**112.**

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,934 global accepts · Rating: 800 · first AC: 2022-06-09 · last AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Anny's solution](#)

**113.**

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,633 global accepts · Rating: 800 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Anny's solution](#)

**114.**

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[Anny's solution](#)

**115.**

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Anny's solution](#)

**116.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,064 global accepts · Rating: 800 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[Anny's solution](#)

**117.**

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,236 global accepts · Rating: 800 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[Anny's solution](#)

**118.**

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,504 global accepts · Rating: 800 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[Anny's solution](#)

**119.**

999A

[Mishka and Contest](#) · [Tutorial](#)

Quality: 25,328 global accepts · Rating: 800 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[Anny's solution](#)

**120.**

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[Anny's solution](#)

**121.**

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[Anny's solution](#)

**122.**

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math, strings  
[Anny's solution](#)

**123.**

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Anny's solution](#)

**124.**

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,352 global accepts · Rating: 800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[Anny's solution](#)

**125.**

1676C

[Most Similar Words](#) · [Tutorial](#)

Quality: 34,639 global accepts · Rating: 800 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, strings  
[Anny's solution](#)

**126.**

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,649 global accepts · Rating: 800 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings  
[Anny's solution](#)

**127.**

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,430 global accepts · Rating: 800 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**128.**

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Anny's solution](#)

**129.**

1674A

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

Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Anny's solution](#)

**130.**

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[Anny's solution](#)

**131.**

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,643 global accepts · Rating: 800 · first AC: 2021-10-11 · last AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Anny's solution](#)

**132.**

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-10 · last AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Anny's solution](#)

**133.**

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[Anny's solution](#)

**134.**

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Anny's solution](#)

**135.**

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,688 global accepts · Rating: 800 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**136.**

32B

[Borze](#) · [Tutorial](#)

Quality: 79,757 global accepts · Rating: 800 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation

[Anny's solution](#)

**137.**

16A

[Flag](#) · [Tutorial](#)

Quality: 17,254 global accepts · Rating: 800 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**138.**

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Anny's solution](#)

**139.**

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Anny's solution](#)

**140.**

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Anny's solution](#)

**141.**

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**142.**

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,024 global accepts · Rating: 800 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Anny's solution](#)

**143.**

620A

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

Quality: 14,347 global accepts · Rating: 800 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Anny's solution](#)

**144.**

1649A

[Game](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**145.**

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-05 · last AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[Anny's solution](#)

**146.**

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-05 · last AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[Anny's solution](#)

**147.**

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Anny's solution](#)

**148.**

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Anny's solution](#)

**149.**

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,899 global accepts · Rating: 800 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Anny's solution](#)

**150.**

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[Anny's solution](#)

**151.**

306A

[Candies](#) · [Tutorial](#)

Quality: 8,175 global accepts · Rating: 800 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**152.**

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, sortings

[Anny's solution](#)

**153.**

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,401 global accepts · Rating: 800 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Anny's solution](#)

**154.**

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,022 global accepts · Rating: 800 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Anny's solution](#)

**155.**

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**156.**

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Anny's solution](#)

**157.**

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, implementation

[Anny's solution](#)

**158.**

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Anny's solution](#)

**159.**

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

greedy

[Anny's solution](#)

**160.**

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Anny's solution](#)

**161.**

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Anny's solution](#)

**162.**

71A

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

Quality: 503,316 global accepts · Rating: 800 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Anny's solution](#)

**163.**

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 800 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Anny's solution](#)

**164.**

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Anny's solution](#)

**165.**

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Anny's solution](#)

**166.**

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,996 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Anny's solution](#)

**167.**

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,803 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[Anny's solution](#)

**168.**

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,515 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Anny's solution](#)

**169.**

1382A

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

Quality: 27,361 global accepts · Rating: 800 · first AC: 2021-08-01 · last AC: 2021-08-01 · GNU C++11 (first AC) · Tags: brute force

[Anny's solution](#)

**170.**

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: greedy, math

[Anny's solution](#)

**171.**

978B

[File Name](#) · [Tutorial](#)

Quality: 40,912 global accepts · Rating: 800 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: greedy, strings

[Anny's solution](#)

**172.**

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: sortings, strings

[Anny's solution](#)

**173.**

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,326 global accepts · Rating: 800 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: greedy, strings

[Anny's solution](#)

**174.**

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,360 global accepts · Rating: 800 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: greedy, math

[Anny's solution](#)

**175.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,267 global accepts · Rating: 800 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: math, number theory

[Anny's solution](#)

**176.**

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-18 · last AC: 2021-07-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Anny's solution](#)

**177.**

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: greedy, math

[Anny's solution](#)

**178.**

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,429 global accepts · Rating: 800 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: implementation

[Anny's solution](#)

**179.**

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,681 global accepts · Rating: 800 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: math, probabilities

[Anny's solution](#)

**180.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,948 global accepts · Rating: 800 · first AC: 2020-11-15 · last AC: 2021-07-15 · GNU C++11 (first AC) · Tags: brute force, math

[Anny's solution](#)

**181.**

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,462 global accepts · Rating: 800 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: greedy, math

[Anny's solution](#)

**182.**

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[Anny's solution](#)

**183.**

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,288 global accepts · Rating: 800 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: implementation, math

[Anny's solution](#)

**184.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,637 global accepts · Rating: 800 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math

[Anny's solution](#)

**185.**

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,158 global accepts · Rating: 800 · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**186.**

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: brute force

[Anny's solution](#)

**187.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,128 global accepts · Rating: 800 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Anny's solution](#)

**188.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,587 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[Anny's solution](#)

**189.**

2140B

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

Quality: 22,137 global accepts · Rating: 900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Anny's solution](#)

**190.**

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,366 global accepts · Rating: 900 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Anny's solution](#)

**191.**

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Anny's solution](#)

**192.**

2031B

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

Quality: 20,786 global accepts · Rating: 900 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[Anny's solution](#)

**193.**

2028A

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

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Anny's solution](#)

**194.**

2026A

[Perpendicular Segments · Tutorial](#)

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Anny's solution](#)

**195.**

2035B

[Everyone Loves Tres · Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Anny's solution](#)

**196.**

598A

[Tricky Sum · Tutorial](#)

Quality: 32,218 global accepts · Rating: 900 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: math

[Anny's solution](#)

**197.**

893A

[Chess For Three · Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Anny's solution](#)

**198.**

1918B

[Minimize Inversions · Tutorial](#)

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Anny's solution](#)

**199.**

1777B

[Emordnilap · Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Anny's solution](#)

**200.**

1775A2

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

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

[Anny's solution](#)

**201.**

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Anny's solution](#)

**202.**

1732B

[Ugu · Tutorial](#)

Quality: 17,265 global accepts · Rating: 900 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Anny's solution](#)

**203.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,090 global accepts · Rating: 900 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Anny's solution](#)

**204.**

616A

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

Quality: 10,832 global accepts · Rating: 900 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Anny's solution](#)

**205.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,834 global accepts · Rating: 900 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Anny's solution](#)

**206.**

1720A

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

Quality: 24,365 global accepts · Rating: 900 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Anny's solution](#)

**207.**

1714A

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

Quality: 32,899 global accepts · Rating: 900 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Anny's solution](#)

**208.**

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,843 global accepts · Rating: 900 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation

[Anny's solution](#)

**209.**

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Anny's solution](#)

**210.**

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,329 global accepts · Rating: 900 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Anny's solution](#)

**211.**

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,388 global accepts · Rating: 900 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Anny's solution](#)

**212.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,179 global accepts · Rating: 900 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Anny's solution](#)

**213.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, interactive  
[Anny's solution](#)

**214.**

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[Anny's solution](#)

**215.**

299B

[Ksusha the Squirrel](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 900 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[Anny's solution](#)

**216.**

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,457 global accepts · Rating: 900 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Anny's solution](#)

**217.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,487 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[Anny's solution](#)

**218.**

580A

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

Quality: 104,699 global accepts · Rating: 900 · first AC: 2021-09-21 · last AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation  
[Anny's solution](#)

**219.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,073 global accepts · Rating: 900 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: strings  
[Anny's solution](#)

**220.**

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,203 global accepts · Rating: 900 · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory, sortings  
[Anny's solution](#)

**221.**

11A

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

Quality: 15,496 global accepts · Rating: 900 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math  
[Anny's solution](#)

**222.**

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,770 global accepts · Rating: 900 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: number theory  
[Anny's solution](#)

**223.**

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2020-12-20 · last AC: 2020-12-20 · GNU C++11 (first AC) · Tags: brute force, greedy, math  
[Anny's solution](#)

**224.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,916 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers  
[Anny's solution](#)

**225.**

2057B

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

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[Anny's solution](#)

**226.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,523 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[Anny's solution](#)

**227.**

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,428 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings  
[Anny's solution](#)

**228.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games  
[Anny's solution](#)

**229.**

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory  
[Anny's solution](#)

**230.**

1975B

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

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

**231.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,913 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory  
[Anny's solution](#)

**232.**

1877B

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

Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[Anny's solution](#)

**233.**

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[Anny's solution](#)

**234.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy,

implementation

[Anny's solution](#)

**235.**

1790C

[Permutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Anny's solution](#)

**236.**

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Anny's solution](#)

**237.**

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Anny's solution](#)

**238.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Anny's solution](#)

**239.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,893 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Anny's solution](#)

**240.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,541 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Anny's solution](#)

**241.**

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,104 global accepts · Rating: 1000 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Anny's solution](#)

**242.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Anny's solution](#)

**243.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**244.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,612 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Anny's solution](#)

**245.**

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · last AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Anny's solution](#)

**246.**

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2022-07-15 · last AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, shortest paths

[Anny's solution](#)

**247.**

5A

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

Quality: 11,127 global accepts · Rating: 1000 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**248.**

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,041 global accepts · Rating: 1000 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[Anny's solution](#)

**249.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,936 global accepts · Rating: 1000 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Anny's solution](#)

**250.**

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Anny's solution](#)

**251.**

90A

[Cableway](#) · [Tutorial](#)

Quality: 5,495 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Anny's solution](#)

**252.**

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Anny's solution](#)

**253.**

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Anny's solution](#)

**254.**

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings

[Anny's solution](#)

**255.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,061 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Anny's solution](#)

**256.**

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-21 · last AC: 2022-04-17 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[Anny's solution](#)

**257.**

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**258.**

125B

[Simple XML](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 1000 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**259.**

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,378 global accepts · Rating: 1000 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**260.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2022-03-14 · last AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Anny's solution](#)

**261.**

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**262.**

978C

[Letters](#) · [Tutorial](#)

Quality: 29,825 global accepts · Rating: 1000 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Anny's solution](#)

**263.**

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,478 global accepts · Rating: 1000 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[Anny's solution](#)

**264.**

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,036 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Anny's solution](#)

**265.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**266.**

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,980 global accepts · Rating: 1000 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Anny's solution](#)

**267.**

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**268.**

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Anny's solution](#)

**269.**

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1000 · first AC: 2021-03-21 · last AC: 2021-08-24 · GNU C++11 (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**270.**

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,988 global accepts · Rating: 1000 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Anny's solution](#)

**271.**

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,554 global accepts · Rating: 1000 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: greedy, math

[Anny's solution](#)

**272.**

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,403 global accepts · Rating: 1000 · first AC: 2021-02-25 · last AC: 2021-07-11 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Anny's solution](#)

**273.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,254 global accepts · Rating: 1000 · first AC: 2021-02-18 · last AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[Anny's solution](#)

**274.**

1515B

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

Quality: 27,068 global accepts · Rating: 1000 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

[Anny's solution](#)

**275.**

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,306 global accepts · Rating: 1000 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: implementation

[Anny's solution](#)

**276.**

37A

[Towers](#) · [Tutorial](#)

Quality: 27,692 global accepts · Rating: 1000 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: sortings

[Anny's solution](#)

**277.**

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,871 global accepts · Rating: 1000 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: implementation

[Anny's solution](#)

**278.**

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: implementation, math

[Anny's solution](#)

**279.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,924 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Anny's solution](#)

**280.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Anny's solution](#)

**281.**

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,421 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Anny's solution](#)

**282.**

2125C

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

Quality: 22,752 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Anny's solution](#)

**283.**

2122B

[File Shuffling](#) · [Tutorial](#)

Quality: 15,224 global accepts · Rating: 1100 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Anny's solution](#)

**284.**

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,120 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Anny's solution](#)

**285.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,573 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Anny's solution](#)

**286.**

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Anny's solution](#)

**287.**

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[Anny's solution](#)

**288.**

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Anny's solution](#)

**289.**

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,061 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Anny's solution](#)

**290.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[Anny's solution](#)

**291.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Anny's solution](#)

**292.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,433 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Anny's solution](#)

**293.**

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[Anny's solution](#)

**294.**

1991B

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

Quality: 18,904 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Anny's solution](#)

**295.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Anny's solution](#)

**296.**

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,081 global accepts · Rating: 1100 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Anny's solution](#)

**297.**

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Anny's solution](#)

**298.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Anny's solution](#)

**299.**

331C1

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Anny's solution](#)

**300.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,022 global accepts · Rating: 1100 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Anny's solution](#)

**301.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Anny's solution](#)

**302.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Anny's solution](#)

**303.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths

[Anny's solution](#)

**304.**

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Anny's solution](#)

**305.**

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Anny's solution](#)

**306.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,114 global accepts · Rating: 1100 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[Anny's solution](#)

**307.**

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers

[Anny's solution](#)

**308.**

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Anny's solution](#)

**309.**

1722D

[Line](#) · [Tutorial](#)

Quality: 26,562 global accepts · Rating: 1100 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Anny's solution](#)

**310.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,268 global accepts · Rating: 1100 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Anny's solution](#)

**311.**

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,827 global accepts · Rating: 1100 · first AC: 2021-07-20 · last AC: 2022-07-21 · GNU C++11 (first AC) · Tags: implementation

[Anny's solution](#)

**312.**

1708B

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

Quality: 28,416 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Anny's solution](#)

**313.**

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,209 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, strings

[Anny's solution](#)

**314.**

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**315.**

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,412 global accepts · Rating: 1100 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Anny's solution](#)

**316.**

1686C

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

Rating: 1100 · first AC: 2022-05-29 · last AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Anny's solution](#)

**317.**

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1100 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Anny's solution](#)

**318.**

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,779 global accepts · Rating: 1100 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[Anny's solution](#)

**319.**

706B

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

Quality: 84,472 global accepts · Rating: 1100 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation

[Anny's solution](#)

**320.**

1656B

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

Quality: 26,809 global accepts · Rating: 1100 · first AC: 2022-03-25 · last AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

[Anny's solution](#)

**321.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[Anny's solution](#)

**322.**

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**323.**

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**324.**

355B

[Vasya and Public Transport](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Anny's solution](#)

**325.**

312A

[Whose sentence is it?](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Anny's solution](#)

**326.**

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Anny's solution](#)

**327.**

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[Anny's solution](#)

**328.**

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Anny's solution](#)

**329.**

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Anny's solution](#)

**330.**

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,672 global accepts · Rating: 1100 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: implementation, sortings

[Anny's solution](#)

**331.**

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,784 global accepts · Rating: 1100 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[Anny's solution](#)

**332.**

192B

[Walking in the Rain](#) · [Tutorial](#)

Quality: 6,799 global accepts · Rating: 1100 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**333.**

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: greedy, implementation

[Anny's solution](#)

**334.**

7A

[Kalevitch and Chess](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Anny's solution](#)

**335.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,703 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Anny's solution](#)

**336.**

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,900 global accepts · Rating: 1200 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Anny's solution](#)

**337.**

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Anny's solution](#)

**338.**

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Anny's solution](#)

**339.**

2048C

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

Quality: 15,145 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy,

implementation, strings

[Anny's solution](#)

**340.**

2050C

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

Quality: 25,006 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Anny's solution](#)

**341.**

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[Anny's solution](#)

**342.**

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Anny's solution](#)

**343.**

2003C

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

Quality: 21,671 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Anny's solution](#)

**344.**

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,840 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[Anny's solution](#)

**345.**

2002C

[Black Circles](#) · [Tutorial](#)

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

[Anny's solution](#)

**346.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,187 global accepts · Rating: 1200 · first AC: 2024-06-08 · last AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[Anny's solution](#)

**347.**

1975C

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

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

[Anny's solution](#)

**348.**

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Anny's solution](#)

**349.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Anny's solution](#)

**350.**

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

[Anny's solution](#)

**351.**

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Anny's solution](#)

**352.**

1874A

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

Quality: 19,388 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[Anny's solution](#)

**353.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Anny's solution](#)

**354.**

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Anny's solution](#)

**355.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,569 global accepts · Rating: 1200 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Anny's solution](#)

**356.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,109 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[Anny's solution](#)

**357.**

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Anny's solution](#)

**358.**

1744D

[Divisibility by  \$2^n\$](#)  · [Tutorial](#)

Quality: 24,524 global accepts · Rating: 1200 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Anny's solution](#)

**359.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,630 global accepts · Rating: 1200 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Anny's solution](#)

**360.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · last AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Anny's solution](#)

**361.**

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,029 global accepts · Rating: 1200 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[Anny's solution](#)

**362.**

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[Anny's solution](#)

**363.**

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1200 · first AC: 2022-07-23 · last AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Anny's solution](#)

**364.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,589 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**365.**

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Anny's solution](#)

**366.**

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,437 global accepts · Rating: 1200 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Anny's solution](#)

**367.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Anny's solution](#)

**368.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,289 global accepts · Rating: 1200 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[Anny's solution](#)

**369.**

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-11 · last AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[Anny's solution](#)

**370.**

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2022-04-14 · last AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[Anny's solution](#)

**371.**

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings  
[Anny's solution](#)

**372.**

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2021-07-22 · last AC: 2022-03-20 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
[Anny's solution](#)

**373.**

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[Anny's solution](#)

**374.**

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2021-05-05 · last AC: 2022-03-14 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation  
[Anny's solution](#)

**375.**

1029B

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

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[Anny's solution](#)

**376.**

1133B

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

Quality: 14,376 global accepts · Rating: 1200 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[Anny's solution](#)

**377.**

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Anny's solution](#)

**378.**

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,129 global accepts · Rating: 1200 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers  
[Anny's solution](#)

**379.**

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2022-03-12 · last AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[Anny's solution](#)

**380.**

985B

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

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**381.**

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**382.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-24 · last AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Anny's solution](#)

**383.**

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Anny's solution](#)

**384.**

1635C

[Differential Sorting](#) · [Tutorial](#)

Quality: 25,138 global accepts · Rating: 1200 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Anny's solution](#)

**385.**

1637C

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

Quality: 18,745 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Anny's solution](#)

**386.**

134A

[Average Numbers](#) · [Tutorial](#)

Quality: 4,793 global accepts · Rating: 1200 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**387.**

88A

[Chord](#) · [Tutorial](#)

Quality: 4,089 global accepts · Rating: 1200 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**388.**

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Anny's solution](#)

**389.**

445A

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

Quality: 33,667 global accepts · Rating: 1200 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[Anny's solution](#)

**390.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[Anny's solution](#)

**391.**

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Anny's solution](#)

**392.**

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Anny's solution](#)

**393.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,910 global accepts · Rating: 1200 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[Anny's solution](#)

**394.**

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: data structures, implementation

[Anny's solution](#)

**395.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1200 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[Anny's solution](#)

**396.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,491 global accepts · Rating: 1200 · first AC: 2021-05-07 · last AC: 2021-05-07 · GNU C++11 (first AC) · Tags: data structures, hashing, math

[Anny's solution](#)

**397.**

366B

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

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**398.**

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1200 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[Anny's solution](#)

**399.**

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[Anny's solution](#)

**400.**

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,477 global accepts · Rating: 1200 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Anny's solution](#)

**401.**

47B

[Coins](#) · [Tutorial](#)

Quality: 16,079 global accepts · Rating: 1200 · first AC: 2021-03-14 · last AC: 2021-03-14 · GNU C++11 (first AC) · Tags: implementation

[Anny's solution](#)

**402.**

23A

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

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2021-03-09 · GNU C++11 (first AC) · Tags: brute force, greedy

[Anny's solution](#)

**403.**

5B

[Center Alignment · Tutorial](#)

Quality: 6,764 global accepts · Rating: 1200 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: implementation, strings

[Anny's solution](#)

**404.**

2172M

[Maximum Distance To Port · Tutorial](#)

Quality: 5,820 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[Anny's solution](#)

**405.**

2146C

[Wrong Binary Search · Tutorial](#)

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[Anny's solution](#)

**406.**

2143C

[Max Tree · Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Anny's solution](#)

**407.**

2112C

[Coloring Game · Tutorial](#)

Quality: 17,736 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Anny's solution](#)

**408.**

2064C

[Remove the Ends · Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Anny's solution](#)

**409.**

2049B

[pspspsps · Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[Anny's solution](#)

**410.**

2044E

[Insane Problem · Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[Anny's solution](#)

**411.**

2050D

[Digital string maximization · Tutorial](#)

Quality: 18,980 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings  
[Anny's solution](#)

**412.**

2041A

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

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings  
[Anny's solution](#)

**413.**

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory  
[Anny's solution](#)

**414.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy  
[Anny's solution](#)

**415.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[Anny's solution](#)

**416.**

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[Anny's solution](#)

**417.**

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,206 global accepts · Rating: 1300 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[Anny's solution](#)

**418.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[Anny's solution](#)

**419.**

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  
[Anny's solution](#)

**420.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[Anny's solution](#)

**421.**

1775B

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

Quality: 20,738 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Anny's solution](#)

**422.**

1768C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Anny's solution](#)

**423.**

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2022-03-13 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Anny's solution](#)

**424.**

1733C

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

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Anny's solution](#)

**425.**

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Anny's solution](#)

**426.**

1741D

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

Quality: 18,341 global accepts · Rating: 1300 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[Anny's solution](#)

**427.**

600B

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

Quality: 39,174 global accepts · Rating: 1300 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Anny's solution](#)

**428.**

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Anny's solution](#)

**429.**

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Anny's solution](#)

**430.**

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Anny's solution](#)

**431.**

611B

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

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[Anny's solution](#)

**432.**

185A

[Plant](#) · [Tutorial](#)

Quality: 6,521 global accepts · Rating: 1300 · first AC: 2022-07-07 · last AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[Anny's solution](#)

**433.**

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Anny's solution](#)

**434.**

39H

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

Quality: 3,126 global accepts · Rating: 1300 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**435.**

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2022-08-10 · last AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Anny's solution](#)

**436.**

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[Anny's solution](#)

**437.**

1703F

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

Quality: 30,055 global accepts · Rating: 1300 · first AC: 2022-07-12 · last AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Anny's solution](#)

**438.**

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2021-07-13 · last AC: 2022-07-07 · GNU C++11 (first AC) · Tags: expression parsing, implementation, sortings, strings

[Anny's solution](#)

**439.**

51A

[Cheaterius's Problem](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**440.**

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,007 global accepts · Rating: 1300 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Anny's solution](#)

**441.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Anny's solution](#)

**442.**

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Anny's solution](#)

**443.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,086 global accepts · Rating: 1300 · first AC: 2021-07-31 · last AC: 2022-04-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Anny's solution](#)

**444.**

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Anny's solution](#)

**445.**

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Anny's solution](#)

**446.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,780 global accepts · Rating: 1300 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[Anny's solution](#)

**447.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-10 · last AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Anny's solution](#)

**448.**

147A

[Punctuation](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Anny's solution](#)

**449.**

56B

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

Quality: 4,024 global accepts · Rating: 1300 · first AC: 2021-09-14 · last AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Anny's solution](#)

**450.**

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,273 global accepts · Rating: 1300 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Anny's solution](#)

**451.**

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2022-03-14 · last AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**452.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Anny's solution](#)

**453.**

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,400 global accepts · Rating: 1300 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Anny's solution](#)

**454.**

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1300 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Anny's solution](#)

**455.**

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1300 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Anny's solution](#)

**456.**

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,456 global accepts · Rating: 1300 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Anny's solution](#)

**457.**

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[Anny's solution](#)

**458.**

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**459.**

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**460.**

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · last AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Anny's solution](#)

**461.**

203B

[Game on Paper](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1300 · first AC: 2021-05-05 · last AC: 2022-02-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**462.**

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2020-12-27 · last AC: 2022-02-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**463.**

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Anny's solution](#)

**464.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,838 global accepts · Rating: 1300 · first AC: 2021-11-21 · last AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory

[Anny's solution](#)

**465.**

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,110 global accepts · Rating: 1300 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[Anny's solution](#)

**466.**

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Anny's solution](#)

**467.**

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[Anny's solution](#)

**468.**

633B

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

Quality: 7,239 global accepts · Rating: 1300 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Anny's solution](#)

**469.**

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,345 global accepts · Rating: 1300 · first AC: 2021-08-03 · last AC: 2021-08-03 · GNU C++11 (first AC) · Tags: binary search, combinatorics, two pointers

[Anny's solution](#)

**470.**

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: strings

[Anny's solution](#)

**471.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: brute force

[Anny's solution](#)

**472.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Anny's solution](#)

**473.**

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1300 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: implementation

[Anny's solution](#)

**474.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1300 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: binary search, data structures, math, two pointers

[Anny's solution](#)

**475.**

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**476.**

4C

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

Quality: 108,168 global accepts · Rating: 1300 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation

[Anny's solution](#)

**477.**

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1300 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: implementation

[Anny's solution](#)

**478.**

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Anny's solution](#)

**479.**

2066A

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

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[Anny's solution](#)

**480.**

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,218 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Anny's solution](#)

**481.**

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[Anny's solution](#)

**482.**

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Anny's solution](#)

**483.**

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[Anny's solution](#)

**484.**

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Anny's solution](#)

**485.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,667 global accepts · Rating: 1400 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math

[Anny's solution](#)

**486.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Anny's solution](#)

**487.**

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Anny's solution](#)

**488.**

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Anny's solution](#)

**489.**

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Anny's solution](#)

**490.**

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Anny's solution](#)

**491.**

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-27 · last AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Anny's solution](#)

**492.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1400 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Anny's solution](#)

**493.**

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Anny's solution](#)

**494.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[Anny's solution](#)

**495.**

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Anny's solution](#)

**496.**

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-09 · last AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Anny's solution](#)

**497.**

277A

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

Quality: 21,581 global accepts · Rating: 1400 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu

[Anny's solution](#)

**498.**

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[Anny's solution](#)

**499.**

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Anny's solution](#)

**500.**

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,580 global accepts · Rating: 1400 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[Anny's solution](#)

**501.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,531 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Anny's solution](#)

**502.**

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Anny's solution](#)

**503.**

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,142 global accepts · Rating: 1400 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**504.**

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Anny's solution](#)

**505.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-16 · last AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Anny's solution](#)

**506.**

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Anny's solution](#)

**507.**

386B

[Fly, freebies, fly!](#) · [Tutorial](#)

Quality: 2,528 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Anny's solution](#)

**508.**

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-03-14 · last AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Anny's solution](#)

**509.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2021-06-06 · last AC: 2022-04-17 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Anny's solution](#)

**510.**

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,058 global accepts · Rating: 1400 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Anny's solution](#)

**511.**

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Anny's solution](#)

**512.**

675B

[Restoring Painting](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[Anny's solution](#)

**513.**

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[Anny's solution](#)

**514.**

107A

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

Quality: 5,908 global accepts · Rating: 1400 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Anny's solution](#)

**515.**

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**516.**

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Anny's solution](#)

**517.**

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-21 · last AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Anny's solution](#)

**518.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2022-03-14 · last AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Anny's solution](#)

**519.**

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Anny's solution](#)

**520.**

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,528 global accepts · Rating: 1400 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[Anny's solution](#)

**521.**

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Anny's solution](#)

**522.**

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Anny's solution](#)

**523.**

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Anny's solution](#)

**524.**

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1400 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Anny's solution](#)

**525.**

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, matrices

[Anny's solution](#)

**526.**

228B

[Two Tables](#) · [Tutorial](#)

Quality: 3,637 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**527.**

175A

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

Quality: 2,550 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**528.**

402B

[Trees in a Row](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**529.**

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,943 global accepts · Rating: 1400 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Anny's solution](#)

**530.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,095 global accepts · Rating: 1400 · first AC: 2021-06-13 · last AC: 2021-08-03 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[Anny's solution](#)

**531.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[Anny's solution](#)

**532.**

26B

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

Quality: 25,857 global accepts · Rating: 1400 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: greedy

[Anny's solution](#)

**533.**

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-24 · last AC: 2021-07-24 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Anny's solution](#)

**534.**

42A

[Guilty --- to the kitchen!](#) · [Tutorial](#)

Quality: 3,173 global accepts · Rating: 1400 · first AC: 2021-07-21 · last AC: 2021-07-21 · GNU C++11 (first AC) · Tags: greedy, implementation

[Anny's solution](#)

**535.**

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[Anny's solution](#)

**536.**

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,463 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Anny's solution](#)

**537.**

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[Anny's solution](#)

**538.**

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Anny's solution](#)

**539.**

2053C

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

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Anny's solution](#)

**540.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,642 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Anny's solution](#)

**541.**

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,506 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Anny's solution](#)

**542.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Anny's solution](#)

**543.**

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Anny's solution](#)

**544.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Anny's solution](#)

**545.**

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Anny's solution](#)

**546.**

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, math

[Anny's solution](#)

**547.**

707C

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

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Anny's solution](#)

**548.**

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Anny's solution](#)

**549.**

255C

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

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Anny's solution](#)

**550.**

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,359 global accepts · Rating: 1500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[Anny's solution](#)

**551.**

1877D

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

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

[Anny's solution](#)

**552.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,760 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Anny's solution](#)

**553.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Anny's solution](#)

**554.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Anny's solution](#)

**555.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings

[Anny's solution](#)

**556.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2022-11-22 · last AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Anny's solution](#)

**557.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Anny's solution](#)

**558.**

1754C2

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

Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Anny's solution](#)

**559.**

265D

[Good Sequences](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[Anny's solution](#)

**560.**

1744E1

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

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Anny's solution](#)

**561.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Anny's solution](#)

**562.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Anny's solution](#)

**563.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,180 global accepts · Rating: 1500 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Anny's solution](#)

**564.**

320B

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

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Anny's solution](#)

**565.**

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,209 global accepts · Rating: 1500 · first AC: 2021-12-12 · last AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar  
[Anny's solution](#)

**566.**

611C

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

Quality: 9,036 global accepts · Rating: 1500 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[Anny's solution](#)

**567.**

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,656 global accepts · Rating: 1500 · first AC: 2022-08-15 · last AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[Anny's solution](#)

**568.**

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2022-08-13 · last AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar  
[Anny's solution](#)

**569.**

75B

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

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2021-11-09 · last AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation, strings  
[Anny's solution](#)

**570.**

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[Anny's solution](#)

**571.**

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2022-08-11 · last AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[Anny's solution](#)

**572.**

1711C

[Color the Picture](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[Anny's solution](#)

**573.**

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2021-02-28 · last AC: 2022-07-06 · GNU C++11 (first AC) · Tags: implementation  
[Anny's solution](#)

**574.**

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers  
[Anny's solution](#)

**575.**

977E

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

Quality: 25,621 global accepts · Rating: 1500 · first AC: 2022-03-24 · last AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Anny's solution](#)

**576.**

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[Anny's solution](#)

**577.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,231 global accepts · Rating: 1500 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation

[Anny's solution](#)

**578.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,013 global accepts · Rating: 1500 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[Anny's solution](#)

**579.**

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[Anny's solution](#)

**580.**

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Anny's solution](#)

**581.**

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2021-07-28 · last AC: 2022-03-31 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[Anny's solution](#)

**582.**

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2022-03-13 · last AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**583.**

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Anny's solution](#)

**584.**

358B

[Dima and Text Messages](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1500 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[Anny's solution](#)

**585.**

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation

[Anny's solution](#)

**586.**

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,141 global accepts · Rating: 1500 · first AC: 2022-03-17 · last AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Anny's solution](#)

**587.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Anny's solution](#)

**588.**

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-12 · last AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Anny's solution](#)

**589.**

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Anny's solution](#)

**590.**

1196D1

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

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**591.**

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Anny's solution](#)

**592.**

930A

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

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Anny's solution](#)

**593.**

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,517 global accepts · Rating: 1500 · first AC: 2022-03-05 · last AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[Anny's solution](#)

**594.**

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1500 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**595.**

1070H

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

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**596.**

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,686 global accepts · Rating: 1500 · first AC: 2022-02-05 · last AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**597.**

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,562 global accepts · Rating: 1500 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**598.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Anny's solution](#)

**599.**

978D

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

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Anny's solution](#)

**600.**

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,738 global accepts · Rating: 1500 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Anny's solution](#)

**601.**

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2021-08-14 · last AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Anny's solution](#)

**602.**

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2021-08-13 · last AC: 2021-08-13 · GNU C++11 (first AC) · Tags: greedy

[Anny's solution](#)

**603.**

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,618 global accepts · Rating: 1500 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, shortest paths

[Anny's solution](#)

**604.**

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: greedy

[Anny's solution](#)

**605.**

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: greedy, sortings, strings

[Anny's solution](#)

**606.**

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2021-06-08 · last AC: 2021-07-21 · GNU C++11 (first AC) · Tags: greedy

[Anny's solution](#)

**607.**

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: implementation

[Anny's solution](#)

**608.**

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: dp, implementation

[Anny's solution](#)

**609.**

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,893 global accepts · Rating: 1600 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[Anny's solution](#)

**610.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,293 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Anny's solution](#)

**611.**

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Anny's solution](#)

**612.**

2061D

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

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Anny's solution](#)

**613.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,961 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[Anny's solution](#)

**614.**

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Anny's solution](#)

**615.**

2028C

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

Quality: 9,983 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[Anny's solution](#)

**616.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Anny's solution](#)

**617.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Anny's solution](#)

**618.**

40B

[Repaintings](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: math

[Anny's solution](#)

**619.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: math

[Anny's solution](#)

**620.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Anny's solution](#)

**621.**

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Anny's solution](#)

**622.**

888D

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

Quality: 10,504 global accepts · Rating: 1600 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Anny's solution](#)

**623.**

23B

[Party](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1600 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[Anny's solution](#)

**624.**

1928C

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

Quality: 10,358 global accepts · Rating: 1600 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Anny's solution](#)

**625.**

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-09-02 · last AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Anny's solution](#)

**626.**

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2022-10-06 · last AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[Anny's solution](#)

**627.**

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,448 global accepts · Rating: 1600 · first AC: 2021-08-18 · last AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[Anny's solution](#)

**628.**

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Anny's solution](#)

**629.**

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math  
[Anny's solution](#)

**630.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[Anny's solution](#)

**631.**

28B

[pSort](#) · [Tutorial](#)

Quality: 5,519 global accepts · Rating: 1600 · first AC: 2021-11-21 · last AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[Anny's solution](#)

**632.**

1730B

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

Quality: 17,262 global accepts · Rating: 1600 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search  
[Anny's solution](#)

**633.**

1748C

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

Quality: 13,009 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[Anny's solution](#)

**634.**

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Anny's solution](#)

**635.**

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,798 global accepts · Rating: 1600 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[Anny's solution](#)

**636.**

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,376 global accepts · Rating: 1600 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers  
[Anny's solution](#)

**637.**

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2021-03-28 · last AC: 2022-10-06 · GNU C++11 (first AC) · Tags: implementation, strings  
[Anny's solution](#)

**638.**

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2022-09-13 · last AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Anny's solution](#)

**639.**

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[Anny's solution](#)

**640.**

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation

[Anny's solution](#)

**641.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,057 global accepts · Rating: 1600 · first AC: 2022-08-20 · last AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[Anny's solution](#)

**642.**

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Anny's solution](#)

**643.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,318 global accepts · Rating: 1600 · first AC: 2021-07-31 · last AC: 2022-08-15 · GNU C++11 (first AC) · Tags: implementation, math

[Anny's solution](#)

**644.**

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2022-08-12 · last AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Anny's solution](#)

**645.**

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-01 · last AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Anny's solution](#)

**646.**

234E

[Champions' League](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: 1600 · first AC: 2022-07-24 · last AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**647.**

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2022-07-23 · last AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation

[Anny's solution](#)

**648.**

32D

[Constellation](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 1600 · first AC: 2022-07-21 · last AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**649.**

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2022-01-29 · last AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**650.**

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Anny's solution](#)

**651.**

1703G

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

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-12 · last AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Anny's solution](#)

**652.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[Anny's solution](#)

**653.**

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,351 global accepts · Rating: 1600 · first AC: 2022-03-17 · last AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[Anny's solution](#)

**654.**

689B

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

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Anny's solution](#)

**655.**

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, number theory

[Anny's solution](#)

**656.**

1203D1

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

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Anny's solution](#)

**657.**

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Anny's solution](#)

**658.**

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Anny's solution](#)

**659.**

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Anny's solution](#)

**660.**

244B

[Undoubtedly Lucky Numbers](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 1600 · first AC: 2022-03-20 · last AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Anny's solution](#)

**661.**

1373D

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

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Anny's solution](#)

**662.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,627 global accepts · Rating: 1600 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[Anny's solution](#)

**663.**

1295C

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

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2022-03-17 · last AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[Anny's solution](#)

**664.**

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[Anny's solution](#)

**665.**

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[Anny's solution](#)

**666.**

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,110 global accepts · Rating: 1600 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[Anny's solution](#)

**667.**

731C

[Socks](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Anny's solution](#)

**668.**

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2022-02-05 · last AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**669.**

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2022-02-03 · last AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation

[Anny's solution](#)

**670.**

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,223 global accepts · Rating: 1600 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Anny's solution](#)

**671.**

113A

[Grammar Lessons](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1600 · first AC: 2021-05-23 · last AC: 2022-01-27 · GNU C++11 (first AC) · Tags: implementation, strings

[Anny's solution](#)

**672.**

493C

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

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2021-11-14 · last AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Anny's solution](#)

**673.**

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[Anny's solution](#)

**674.**

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,155 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Anny's solution](#)

**675.**

253C

[Text Editor](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 1600 · first AC: 2021-07-18 · last AC: 2021-08-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Anny's solution](#)

**676.**

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: \*special, data structures, implementation

[Anny's solution](#)

**677.**

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: brute force, dp, strings, two pointers

[Anny's solution](#)

**678.**

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1600 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[Anny's solution](#)

**679.**

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: expression parsing, greedy, strings

[Anny's solution](#)

**680.**

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2021-07-16 · last AC: 2021-07-16 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Anny's solution](#)

**681.**

138A

[Literature Lesson](#) · [Tutorial](#)

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: implementation

[Anny's solution](#)

**682.**

71C

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

Quality: 7,330 global accepts · Rating: 1600 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: dp, math, number theory

[Anny's solution](#)

**683.**

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1600 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: math

[Anny's solution](#)

**684.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Anny's solution](#)

**685.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Anny's solution](#)

**686.**

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Anny's solution](#)

**687.**

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,442 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Anny's solution](#)

**688.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Anny's solution](#)

**689.**

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Anny's solution](#)

**690.**

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[Anny's solution](#)

**691.**

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,600 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[Anny's solution](#)

**692.**

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Anny's solution](#)

**693.**

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[Anny's solution](#)

**694.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Anny's solution](#)

**695.**

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2024-10-27 · last AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Anny's solution](#)

**696.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Anny's solution](#)

**697.**

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,922 global accepts · Rating: 1700 · first AC: 2024-09-07 · last AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[Anny's solution](#)

**698.**

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[Anny's solution](#)

**699.**

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,095 global accepts · Rating: 1700 · first AC: 2022-03-27 · last AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Anny's solution](#)

**700.**

1203D2

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

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Anny's solution](#)

**701.**

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, sortings

[Anny's solution](#)

**702.**

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Anny's solution](#)

**703.**

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1700 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Anny's solution](#)

**704.**

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Anny's solution](#)

**705.**

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Anny's solution](#)

**706.**

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Anny's solution](#)

**707.**

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,203 global accepts · Rating: 1700 · first AC: 2024-06-19 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, math

[Anny's solution](#)

**708.**

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,434 global accepts · Rating: 1700 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[Anny's solution](#)

**709.**

183B

[Zoo](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 1700 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[Anny's solution](#)

**710.**

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2022-10-01 · last AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[Anny's solution](#)

**711.**

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Anny's solution](#)

**712.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Anny's solution](#)

**713.**

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Anny's solution](#)

**714.**

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Anny's solution](#)

**715.**

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Anny's solution](#)

**716.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,299 global accepts · Rating: 1700 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Anny's solution](#)

**717.**

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: games, math, number theory

[Anny's solution](#)

**718.**

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[Anny's solution](#)

**719.**

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math  
[Anny's solution](#)

**720.**

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: math  
[Anny's solution](#)

**721.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math  
[Anny's solution](#)

**722.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,499 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees  
[Anny's solution](#)

**723.**

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  
[Anny's solution](#)

**724.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,463 global accepts · Rating: 1700 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers  
[Anny's solution](#)

**725.**

1889B

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

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[Anny's solution](#)

**726.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math  
[Anny's solution](#)

**727.**

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1700 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[Anny's solution](#)

**728.**

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,479 global accepts · Rating: 1700 · first AC: 2022-03-31 · last AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation

[Anny's solution](#)

**729.**

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2022-02-03 · last AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Anny's solution](#)

**730.**

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[Anny's solution](#)

**731.**

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Anny's solution](#)

**732.**

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Anny's solution](#)

**733.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,297 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Anny's solution](#)

**734.**

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Anny's solution](#)

**735.**

1770C

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

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Anny's solution](#)

**736.**

1765D

[Watch the Videos](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1700 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, two pointers

[Anny's solution](#)

**737.**

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,083 global accepts · Rating: 1700 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Anny's solution](#)

**738.**

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities  
[Anny's solution](#)

**739.**

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2022-02-04 · last AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices  
[Anny's solution](#)

**740.**

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 1700 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation  
[Anny's solution](#)

**741.**

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math  
[Anny's solution](#)

**742.**

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, trees  
[Anny's solution](#)

**743.**

275B

[Convex Shape](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1700 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[Anny's solution](#)

**744.**

42B

[Game of chess unfinished](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 1700 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Anny's solution](#)

**745.**

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees  
[Anny's solution](#)

**746.**

20A

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

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2021-05-28 · last AC: 2022-07-15 · GNU C++11 (first AC) · Tags: implementation  
[Anny's solution](#)

**747.**

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory, strings  
[Anny's solution](#)

**748.**

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[Anny's solution](#)

**749.**

101B

[Buses](#) · [Tutorial](#)

Quality: 3,195 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[Anny's solution](#)

**750.**

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Anny's solution](#)

**751.**

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Anny's solution](#)

**752.**

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math

[Anny's solution](#)

**753.**

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Anny's solution](#)

**754.**

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Anny's solution](#)

**755.**

53B

[Blog Photo](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 1700 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: binary search, implementation

[Anny's solution](#)

**756.**

30B

[Codeforces World Finals](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 1700 · first AC: 2021-05-25 · GNU C++11 (first AC) · Tags: implementation

[Anny's solution](#)

**757.**

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2021-03-16 · GNU C++11 (first AC) · Tags: implementation

[Anny's solution](#)

**758.**

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[Anny's solution](#)

**759.**

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2022-09-08 · last AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Anny's solution](#)

## 760.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Anny's solution](#)

## 761.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2025-10-18 · last AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[Anny's solution](#)

## 762.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Anny's solution](#)

## 763.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 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

[Anny's solution](#)

## 764.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Anny's solution](#)

## 765.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[Anny's solution](#)

## 766.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Anny's solution](#)

## 767.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Anny's solution](#)

## 768.

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 1800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Anny's solution](#)

## 769.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[Anny's solution](#)

**770.**

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, trees

[Anny's solution](#)

**771.**

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Anny's solution](#)

**772.**

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Anny's solution](#)

**773.**

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Anny's solution](#)

**774.**

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[Anny's solution](#)

**775.**

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Anny's solution](#)

**776.**

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Anny's solution](#)

**777.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Anny's solution](#)

**778.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Anny's solution](#)

**779.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Anny's solution](#)

**780.**

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Anny's solution](#)

**781.**

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, two pointers

[Anny's solution](#)

**782.**

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[Anny's solution](#)

**783.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Anny's solution](#)

**784.**

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, number theory

[Anny's solution](#)

**785.**

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,029 global accepts · Rating: 1800 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Anny's solution](#)

**786.**

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2022-10-06 · last AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Anny's solution](#)

**787.**

195C

[Try and Catch](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 1800 · first AC: 2022-09-12 · last AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation

[Anny's solution](#)

**788.**

200C

[Football Championship](#) · [Tutorial](#)

Quality: 1,108 global accepts · Rating: 1800 · first AC: 2022-01-27 · last AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**789.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-09 · last AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Anny's solution](#)

## 790.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Anny's solution](#)

## 791.

691C

[Exponential notation](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Anny's solution](#)

## 792.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Anny's solution](#)

## 793.

37B

[Computer Game](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 1800 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Anny's solution](#)

## 794.

216C

[Hiring Staff](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1800 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Anny's solution](#)

## 795.

256B

[Mr. Bender and Square](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-08 · last AC: 2022-08-10 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[Anny's solution](#)

## 796.

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[Anny's solution](#)

## 797.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2022-03-19 · last AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, implementation

[Anny's solution](#)

## 798.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Anny's solution](#)

## 799.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Anny's solution](#)

**800.**

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Anny's solution](#)

**801.**

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Anny's solution](#)

**802.**

336C

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

Quality: 2,658 global accepts · Rating: 1800 · first AC: 2022-03-22 · last AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, number theory

[Anny's solution](#)

**803.**

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[Anny's solution](#)

**804.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-21 · last AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[Anny's solution](#)

**805.**

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-13 · last AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Anny's solution](#)

**806.**

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Anny's solution](#)

**807.**

54B

[Cutting Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation

[Anny's solution](#)

**808.**

87B

[Vasya and Types](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 1800 · first AC: 2021-11-14 · last AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Anny's solution](#)

**809.**

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation,

sortings, strings

[Anny's solution](#)

**810.**

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Anny's solution](#)

**811.**

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,418 global accepts · Rating: 1800 · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: binary search, number theory

[Anny's solution](#)

**812.**

180A

[Defragmentation](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 1800 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: implementation

[Anny's solution](#)

**813.**

463D

[Gargari and Permutations](#) · [Tutorial](#)

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2024-09-28 · last AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Anny's solution](#)

**814.**

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[Anny's solution](#)

**815.**

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

[Anny's solution](#)

**816.**

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[Anny's solution](#)

**817.**

2128E1

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

Quality: 6,543 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Anny's solution](#)

**818.**

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2025-07-22 · last AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu

[Anny's solution](#)

**819.**

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force,

data structures, dp, greedy, trees, two pointers

[Anny's solution](#)

**820.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Anny's solution](#)

**821.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Anny's solution](#)

**822.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,022 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[Anny's solution](#)

**823.**

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Anny's solution](#)

**824.**

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,044 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Anny's solution](#)

**825.**

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,383 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Anny's solution](#)

**826.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Anny's solution](#)

**827.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[Anny's solution](#)

**828.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Anny's solution](#)

**829.**

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Anny's solution](#)

**830.**

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[Anny's solution](#)

**831.**

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Anny's solution](#)

**832.**

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Anny's solution](#)

**833.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Anny's solution](#)

**834.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Anny's solution](#)

**835.**

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[Anny's solution](#)

**836.**

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,040 global accepts · Rating: 1900 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Anny's solution](#)

**837.**

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Anny's solution](#)

**838.**

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1900 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Anny's solution](#)

**839.**

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Anny's solution](#)

**840.**

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[Anny's solution](#)

**841.**

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[Anny's solution](#)

**842.**

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Anny's solution](#)

**843.**

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[Anny's solution](#)

**844.**

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2021-11-28 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings, strings

[Anny's solution](#)

**845.**

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[Anny's solution](#)

**846.**

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Anny's solution](#)

**847.**

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Anny's solution](#)

**848.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Anny's solution](#)

**849.**

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2023-01-14 · last AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Anny's solution](#)

**850.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Anny's solution](#)

**851.**

1744E2

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

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Anny's solution](#)

**852.**

327D

[Block Tower](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Anny's solution](#)

**853.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-21 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Anny's solution](#)

**854.**

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[Anny's solution](#)

**855.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Anny's solution](#)

**856.**

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2022-02-04 · last AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Anny's solution](#)

**857.**

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1900 · first AC: 2022-05-01 · last AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Anny's solution](#)

**858.**

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,388 global accepts · Rating: 1900 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: shortest paths

[Anny's solution](#)

**859.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,890 global accepts · Rating: 1900 · first AC: 2022-04-01 · last AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Anny's solution](#)

**860.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Anny's solution](#)

**861.**

353B

[Two Heaps](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 1900 · first AC: 2022-03-22 · last AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation, math, sortings

[Anny's solution](#)

**862.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,316 global accepts · Rating: 1900 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Anny's solution](#)

**863.**

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Anny's solution](#)

**864.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[Anny's solution](#)

**865.**

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2025-12-20 · last AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Anny's solution](#)

**866.**

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Anny's solution](#)

**867.**

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[Anny's solution](#)

**868.**

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Anny's solution](#)

**869.**

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,890 global accepts · Rating: 2000 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Anny's solution](#)

**870.**

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 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

[Anny's solution](#)

**871.**

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2000 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Anny's solution](#)

**872.**

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Anny's solution](#)

**873.**

2096D

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

Quality: 5,605 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Anny's solution](#)

**874.**

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[Anny's solution](#)

**875.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Anny's solution](#)

**876.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Anny's solution](#)

**877.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Anny's solution](#)

**878.**

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Anny's solution](#)

**879.**

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Anny's solution](#)

**880.**

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[Anny's solution](#)

**881.**

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[Anny's solution](#)

**882.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Anny's solution](#)

**883.**

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[Anny's solution](#)

**884.**

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Anny's solution](#)

**885.**

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Anny's solution](#)

**886.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-06 · last AC: 2024-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[Anny's solution](#)

**887.**

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Anny's solution](#)

**888.**

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Anny's solution](#)

**889.**

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2023-02-25 · last AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[Anny's solution](#)

**890.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Anny's solution](#)

**891.**

447D

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

Rating: 2000 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Anny's solution](#)

**892.**

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[Anny's solution](#)

**893.**

43D

[Journey](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2000 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Anny's solution](#)

**894.**

490E

[Restoring Increasing Sequence](#) · [Tutorial](#)

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Anny's solution](#)

**895.**

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Anny's solution](#)

**896.**

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Anny's solution](#)

**897.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Anny's solution](#)

**898.**

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, strings

[Anny's solution](#)

**899.**

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Anny's solution](#)

**900.**

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Anny's solution](#)

**901.**

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Anny's solution](#)

**902.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Anny's solution](#)

**903.**

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

[Anny's solution](#)

**904.**

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, strings

[Anny's solution](#)

**905.**

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[Anny's solution](#)

**906.**

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp

[Anny's solution](#)

**907.**

803F

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

Quality: 4,640 global accepts · Rating: 2000 · first AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Anny's solution](#)

**908.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 2000 · first AC: 2023-02-11 · last AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Anny's solution](#)

**909.**

265E

[Choosing Balls](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: schedules, sortings

[Anny's solution](#)

**910.**

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[Anny's solution](#)

**911.**

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Anny's solution](#)

**912.**

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Anny's solution](#)

**913.**

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · last AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[Anny's solution](#)

**914.**

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[Anny's solution](#)

**915.**

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Anny's solution](#)

**916.**

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

[Anny's solution](#)

**917.**

21C

[Stripe 2](#) · [Tutorial](#)

Quality: 2,539 global accepts · Rating: 2000 · first AC: 2022-05-29 · last AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings

[Anny's solution](#)

**918.**

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[Anny's solution](#)

**919.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Anny's solution](#)

**920.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[Anny's solution](#)

**921.**

358C

[Dima and Containers](#) · [Tutorial](#)

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Anny's solution](#)

**922.**

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2022-03-11 · last AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[Anny's solution](#)

**923.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Anny's solution](#)

**924.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Anny's solution](#)

**925.**

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,158 global accepts · Rating: 2000 · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Anny's solution](#)

**926.**

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Anny's solution](#)

**927.**

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Anny's solution](#)

**928.**

838B

[Diverging Directions](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2100 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Anny's solution](#)

**929.**

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-18 · last AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Anny's solution](#)

**930.**

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[Anny's solution](#)

**931.**

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2025-07-26 · last AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[Anny's solution](#)

**932.**

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 2100 · first AC: 2025-08-31 · last AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[Anny's solution](#)

**933.**

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, number theory

[Anny's solution](#)

**934.**

748E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2100 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Anny's solution](#)

**935.**

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[Anny's solution](#)

**936.**

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[Anny's solution](#)

**937.**

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Anny's solution](#)

**938.**

48E

[Ivan the Fool VS Gorynych the Dragon](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2100 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, graphs

[Anny's solution](#)

**939.**

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[Anny's solution](#)

**940.**

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings  
[Anny's solution](#)

**941.**

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees  
[Anny's solution](#)

**942.**

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[Anny's solution](#)

**943.**

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math  
[Anny's solution](#)

**944.**

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · last AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[Anny's solution](#)

**945.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[Anny's solution](#)

**946.**

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2024-09-03 · last AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu  
[Anny's solution](#)

**947.**

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, math  
[Anny's solution](#)

**948.**

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory  
[Anny's solution](#)

**949.**

2003D2

[Turtle and a MEX Problem \(Hard Version\) · Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Anny's solution](#)

**950.**

2004E

[Not a Nim Problem · Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[Anny's solution](#)

**951.**

2000G

[Call During the Journey · Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[Anny's solution](#)

**952.**

1998D

[Determine Winning Islands in Race · Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Anny's solution](#)

**953.**

56D

[Changing a String · Tutorial](#)

Quality: 2,095 global accepts · Rating: 2100 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Anny's solution](#)

**954.**

519E

[A and B and Lecture Rooms · Tutorial](#)

Quality: 8,357 global accepts · Rating: 2100 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[Anny's solution](#)

**955.**

734E

[Anton and Tree · Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Anny's solution](#)

**956.**

466D

[Increase Sequence · Tutorial](#)

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Anny's solution](#)

**957.**

1032E

[The Unbearable Lightness of Weights · Tutorial](#)

Quality: 1,865 global accepts · Rating: 2100 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Anny's solution](#)

**958.**

76B

[Mice · Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[Anny's solution](#)

**959.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Anny's solution](#)

**960.**

370D

[Broken Monitor](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 2100 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Anny's solution](#)

**961.**

552E

[Vanya and Brackets](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[Anny's solution](#)

**962.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Anny's solution](#)

**963.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[Anny's solution](#)

**964.**

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 2100 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Anny's solution](#)

**965.**

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[Anny's solution](#)

**966.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Anny's solution](#)

**967.**

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Anny's solution](#)

**968.**

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,730 global accepts · Rating: 2100 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[Anny's solution](#)

**969.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Anny's solution](#)

**970.**

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[Anny's solution](#)

**971.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Anny's solution](#)

**972.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Anny's solution](#)

**973.**

1074C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, geometry

[Anny's solution](#)

**974.**

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Anny's solution](#)

**975.**

498C

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

Quality: 4,190 global accepts · Rating: 2100 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, number theory

[Anny's solution](#)

**976.**

546E

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

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, math

[Anny's solution](#)

**977.**

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,000 global accepts · Rating: 2100 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Anny's solution](#)

**978.**

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2022-08-11 · last AC: 2023-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Anny's solution](#)

**979.**

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[Anny's solution](#)

**980.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Anny's solution](#)

**981.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[Anny's solution](#)

**982.**

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2022-10-06 · last AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Anny's solution](#)

**983.**

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Anny's solution](#)

**984.**

74C

[Chessboard Billiard](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2100 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, number theory

[Anny's solution](#)

**985.**

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2022-04-10 · last AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[Anny's solution](#)

**986.**

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Anny's solution](#)

**987.**

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[Anny's solution](#)

**988.**

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, greedy

[Anny's solution](#)

**989.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[Anny's solution](#)

**990.**

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Anny's solution](#)

**991.**

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[Anny's solution](#)

**992.**

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Anny's solution](#)

**993.**

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[Anny's solution](#)

**994.**

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[Anny's solution](#)

**995.**

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2025-08-24 · last AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, string suffix structures

[Anny's solution](#)

**996.**

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2025-07-24 · last AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, shortest paths

[Anny's solution](#)

**997.**

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Anny's solution](#)

**998.**

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[Anny's solution](#)

**999.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Anny's solution](#)

**1000.**

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[Anny's solution](#)

**1001.**

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2022-07-06 · last AC: 2025-01-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Anny's solution](#)

**1002.**

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, shortest paths

[Anny's solution](#)

**1003.**

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[Anny's solution](#)

**1004.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Anny's solution](#)

**1005.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Anny's solution](#)

**1006.**

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · last AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Anny's solution](#)

**1007.**

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Anny's solution](#)

**1008.**

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[Anny's solution](#)

**1009.**

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-31 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Anny's solution](#)

**1010.**

590C

[Three States](#) · [Tutorial](#)

Quality: 3,555 global accepts · Rating: 2200 · first AC: 2021-12-05 · last AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Anny's solution](#)

**1011.**

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2022-11-27 · last AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Anny's solution](#)

**1012.**

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Anny's solution](#)

**1013.**

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Anny's solution](#)

**1014.**

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, sortings, trees

[Anny's solution](#)

**1015.**

105C

[Item World](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2200 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, sortings

[Anny's solution](#)

**1016.**

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Anny's solution](#)

**1017.**

253E

[Printer](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2200 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings

[Anny's solution](#)

**1018.**

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Anny's solution](#)

**1019.**

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[Anny's solution](#)

**1020.**

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Anny's solution](#)

**1021.**

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2200 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[Anny's solution](#)

**1022.**

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2022-04-11 · last AC: 2024-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[Anny's solution](#)

**1023.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Anny's solution](#)

**1024.**

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Anny's solution](#)

**1025.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Anny's solution](#)

**1026.**

337E

[Divisor Tree](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2200 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory, trees

[Anny's solution](#)

**1027.**

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[Anny's solution](#)

**1028.**

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Anny's solution](#)

**1029.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Anny's solution](#)

**1030.**

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[Anny's solution](#)

**1031.**

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Anny's solution](#)

**1032.**

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2022-06-04 · last AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Anny's solution](#)

**1033.**

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Anny's solution](#)

**1034.**

71D

[Solitaire](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2022-08-20 · last AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**1035.**

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Anny's solution](#)

**1036.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Anny's solution](#)

**1037.**

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[Anny's solution](#)

**1038.**

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2023-04-29 · last AC: 2026-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Anny's solution](#)

**1039.**

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, hashing

[Anny's solution](#)

**1040.**

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: flows

[Anny's solution](#)

**1041.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[Anny's solution](#)

**1042.**

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, shortest paths

[Anny's solution](#)

**1043.**

491C

[Deciphering](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings

[Anny's solution](#)

**1044.**

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: flows

[Anny's solution](#)

**1045.**

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Anny's solution](#)

**1046.**

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu

[Anny's solution](#)

**1047.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2025-04-05 · last AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Anny's solution](#)

**1048.**

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2023-11-25 · last AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[Anny's solution](#)

**1049.**

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs,

math

[Anny's solution](#)

**1050.**

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, trees

[Anny's solution](#)

**1051.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[Anny's solution](#)

**1052.**

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[Anny's solution](#)

**1053.**

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[Anny's solution](#)

**1054.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 2300 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Anny's solution](#)

**1055.**

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[Anny's solution](#)

**1056.**

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[Anny's solution](#)

**1057.**

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Anny's solution](#)

**1058.**

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[Anny's solution](#)

**1059.**

268D

[Wall Bars](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2300 · first AC: 2024-10-21 · last AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Anny's solution](#)

**1060.**

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Anny's solution](#)

**1061.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2300 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[Anny's solution](#)

**1062.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Anny's solution](#)

**1063.**

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Anny's solution](#)

**1064.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Anny's solution](#)

**1065.**

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Anny's solution](#)

**1066.**

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[Anny's solution](#)

**1067.**

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Anny's solution](#)

**1068.**

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[Anny's solution](#)

**1069.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Anny's solution](#)

**1070.**

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[Anny's solution](#)

**1071.**

838E

[Convex Countour](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Anny's solution](#)

**1072.**

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Anny's solution](#)

**1073.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[Anny's solution](#)

**1074.**

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, number theory

[Anny's solution](#)

**1075.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Anny's solution](#)

**1076.**

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Anny's solution](#)

**1077.**

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[Anny's solution](#)

**1078.**

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2022-01-22 · last AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Anny's solution](#)

**1079.**

358E

[Dima and Kicks](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, implementation

[Anny's solution](#)

**1080.**

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Anny's solution](#)

**1081.**

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[Anny's solution](#)

**1082.**

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Anny's solution](#)

**1083.**

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Anny's solution](#)

**1084.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2300 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[Anny's solution](#)

**1085.**

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[Anny's solution](#)

**1086.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Anny's solution](#)

**1087.**

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Anny's solution](#)

**1088.**

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Anny's solution](#)

**1089.**

78E

[Evacuation](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2300 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths

[Anny's solution](#)

**1090.**

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Quality: 2300 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Anny's solution](#)

**1091.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Anny's solution](#)

**1092.**

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-09 · last AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Anny's solution](#)

**1093.**

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Anny's solution](#)

**1094.**

37D

[Lesson Timetable](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Anny's solution](#)

**1095.**

254D

[Rats](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2300 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, shortest paths

[Anny's solution](#)

**1096.**

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2024-10-06 · last AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[Anny's solution](#)

**1097.**

58E

[Expression](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2400 · first AC: 2023-07-08 · last AC: 2026-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Anny's solution](#)

**1098.**

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[Anny's solution](#)

**1099.**

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[Anny's solution](#)

**1100.**

38H

[The Great Marathon](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 2400 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Anny's solution](#)

**1101.**

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Anny's solution](#)

**1102.**

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Anny's solution](#)

**1103.**

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Anny's solution](#)

**1104.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Anny's solution](#)

**1105.**

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities, two pointers

[Anny's solution](#)

**1106.**

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Anny's solution](#)

**1107.**

332E

[Binary Key](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: 2400 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Anny's solution](#)

**1108.**

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Anny's solution](#)

**1109.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Anny's solution](#)

**1110.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Anny's solution](#)

**1111.**

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[Anny's solution](#)

**1112.**

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Anny's solution](#)

**1113.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Anny's solution](#)

**1114.**

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, math

[Anny's solution](#)

**1115.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Anny's solution](#)

**1116.**

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[Anny's solution](#)

**1117.**

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, number theory

[Anny's solution](#)

**1118.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[Anny's solution](#)

**1119.**

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[Anny's solution](#)

**1120.**

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math

[Anny's solution](#)

**1121.**

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Anny's solution](#)

**1122.**

417E

[Square Table](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities

[Anny's solution](#)

**1123.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Anny's solution](#)

**1124.**

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2024-09-07 · last AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Anny's solution](#)

**1125.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Anny's solution](#)

**1126.**

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[Anny's solution](#)

**1127.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Anny's solution](#)

**1128.**

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[Anny's solution](#)

**1129.**

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Anny's solution](#)

**1130.**

506D

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

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2023-11-26 · last AC: 2024-06-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Anny's solution](#)

**1131.**

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Anny's solution](#)

**1132.**

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,319 global accepts · Rating: 2400 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[Anny's solution](#)

**1133.**

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[Anny's solution](#)

**1134.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Anny's solution](#)

**1135.**

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Anny's solution](#)

**1136.**

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[Anny's solution](#)

**1137.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Anny's solution](#)

**1138.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Anny's solution](#)

**1139.**

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle

[Anny's solution](#)

**1140.**

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[Anny's solution](#)

**1141.**

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs

[Anny's solution](#)

**1142.**

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[Anny's solution](#)

**1143.**

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Anny's solution](#)

**1144.**

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Anny's solution](#)

**1145.**

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[Anny's solution](#)

**1146.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft, math

[Anny's solution](#)

**1147.**

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2021-07-25 · last AC: 2022-08-18 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Anny's solution](#)

**1148.**

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2024-10-09 · last AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Anny's solution](#)

**1149.**

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[Anny's solution](#)

**1150.**

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[Anny's solution](#)

**1151.**

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings  
[Anny's solution](#)

**1152.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp  
[Anny's solution](#)

**1153.**

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp  
[Anny's solution](#)

**1154.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2025-08-25 · last AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math  
[Anny's solution](#)

**1155.**

1189F

[Array Beauty](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[Anny's solution](#)

**1156.**

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search  
[Anny's solution](#)

**1157.**

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, shortest paths  
[Anny's solution](#)

**1158.**

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2024-07-29 · last AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp  
[Anny's solution](#)

**1159.**

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math  
[Anny's solution](#)

**1160.**

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math  
[Anny's solution](#)

**1161.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Anny's solution](#)

**1162.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Anny's solution](#)

**1163.**

2029F

[Palindrome Everywhere](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-20 · last AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Anny's solution](#)

**1164.**

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[Anny's solution](#)

**1165.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Anny's solution](#)

**1166.**

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Anny's solution](#)

**1167.**

294D

[Shaass and Painter Robot](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 2500 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory

[Anny's solution](#)

**1168.**

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Anny's solution](#)

**1169.**

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Anny's solution](#)

**1170.**

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Anny's solution](#)

**1171.**

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Anny's solution](#)

**1172.**

1209E2

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

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Anny's solution](#)

**1173.**

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Anny's solution](#)

**1174.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Anny's solution](#)

**1175.**

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Anny's solution](#)

**1176.**

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Anny's solution](#)

**1177.**

263E

[Rhombus](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Anny's solution](#)

**1178.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[Anny's solution](#)

**1179.**

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[Anny's solution](#)

**1180.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Anny's solution](#)

**1181.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy,

implementation, sortings

[Anny's solution](#)

**1182.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2024-09-03 · last AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Anny's solution](#)

**1183.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Anny's solution](#)

**1184.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[Anny's solution](#)

**1185.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Anny's solution](#)

**1186.**

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[Anny's solution](#)

**1187.**

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Anny's solution](#)

**1188.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[Anny's solution](#)

**1189.**

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-09 · last AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[Anny's solution](#)

**1190.**

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Anny's solution](#)

**1191.**

325C

[Monsters and Diamonds](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Anny's solution](#)

## 1192.

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2025-07-28 · last AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, expression parsing

[Anny's solution](#)

## 1193.

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[Anny's solution](#)

## 1194.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Anny's solution](#)

## 1195.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Anny's solution](#)

## 1196.

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[Anny's solution](#)

## 1197.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2600 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[Anny's solution](#)

## 1198.

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[Anny's solution](#)

## 1199.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2600 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Anny's solution](#)

## 1200.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[Anny's solution](#)

## 1201.

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, shortest paths

[Anny's solution](#)

**1202.**

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Anny's solution](#)**1203.**

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2024-09-28 · last AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[Anny's solution](#)**1204.**

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Anny's solution](#)**1205.**

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2024-09-09 · last AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, interactive, number theory

[Anny's solution](#)**1206.**

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Anny's solution](#)**1207.**

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, shortest paths

[Anny's solution](#)**1208.**

925D

[Aztec Catacombs](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2600 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Anny's solution](#)**1209.**

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[Anny's solution](#)**1210.**

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Anny's solution](#)**1211.**

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Anny's solution](#)

**1212.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Anny's solution](#)**1213.**

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2023-05-04 · last AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, expression parsing, implementation

[Anny's solution](#)**1214.**

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[Anny's solution](#)**1215.**

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Anny's solution](#)**1216.**

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Anny's solution](#)**1217.**

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-01-17 · last AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Anny's solution](#)**1218.**

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Anny's solution](#)**1219.**

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Anny's solution](#)**1220.**

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2023-05-04 · last AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Anny's solution](#)**1221.**

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,948 global accepts · Rating: 2600 · first AC: 2022-12-04 · last AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Anny's solution](#)

**1222.**

48G

[Galaxy Union](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2700 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees, two pointers

[Anny's solution](#)

**1223.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[Anny's solution](#)

**1224.**

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, math

[Anny's solution](#)

**1225.**

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[Anny's solution](#)

**1226.**

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[Anny's solution](#)

**1227.**

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Anny's solution](#)

**1228.**

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, trees

[Anny's solution](#)

**1229.**

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: \*special, binary search, constructive algorithms, interactive

[Anny's solution](#)

**1230.**

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics

[Anny's solution](#)

**1231.**

76C

[Mutation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2700 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[Anny's solution](#)

**1232.**

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Anny's solution](#)

**1233.**

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, math

[Anny's solution](#)

**1234.**

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2025-11-05 · last AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[Anny's solution](#)

**1235.**

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2025-09-11 · last AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Anny's solution](#)

**1236.**

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[Anny's solution](#)

**1237.**

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[Anny's solution](#)

**1238.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Anny's solution](#)

**1239.**

19D

[Points](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Anny's solution](#)

**1240.**

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Anny's solution](#)

**1241.**

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Anny's solution](#)

**1242.**

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[Anny's solution](#)

### 1243.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Anny's solution](#)

### 1244.

288E

[Polo the Penguin and Lucky Numbers](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2800 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[Anny's solution](#)

### 1245.

301E

[Yaroslav and Arrangements](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Anny's solution](#)

### 1246.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Anny's solution](#)

### 1247.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[Anny's solution](#)

### 1248.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: \*special, bitmasks, data structures, divide and conquer, dsu

[Anny's solution](#)

### 1249.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, shortest paths

[Anny's solution](#)

### 1250.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Anny's solution](#)

### 1251.

497E

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

Quality: 317 global accepts · Rating: 2900 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Anny's solution](#)

### 1252.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[Anny's solution](#)

**1253.**

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Anny's solution](#)

**1254.**

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[Anny's solution](#)

**1255.**

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[Anny's solution](#)

**1256.**

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Anny's solution](#)

**1257.**

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: dsu

[Anny's solution](#)

**1258.**

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, meet-in-the-middle

[Anny's solution](#)

**1259.**

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2025-12-19 · last AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Anny's solution](#)

**1260.**

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Anny's solution](#)

**1261.**

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

[Anny's solution](#)

**1262.**

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Anny's solution](#)

**1263.**

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Anny's solution](#)

## 1264.

477E

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

Quality: 160 global accepts · Rating: 3100 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Anny's solution](#)

## 1265.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures

[Anny's solution](#)

## 1266.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2025-12-09 · last AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[Anny's solution](#)

## 1267.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[Anny's solution](#)

## 1268.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[Anny's solution](#)

## 1269.

1666K

[Kingdom Partition](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3200 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: flows

[Anny's solution](#)

## 1270.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs

[Anny's solution](#)

## 1271.

undefined179

[Brackets light](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Anny's solution](#)

## 1272.

undefined174

[Walls](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: \*special

[Anny's solution](#)

## 1273.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,270 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[Anny's solution](#)

**1274.**

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special

[Anny's solution](#)

**1275.**

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,543 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, brute force, games, interactive

[Anny's solution](#)

**1276.**

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, shortest paths

[Anny's solution](#)

**1277.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[Anny's solution](#)

**1278.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, graph matchings, implementation

[Anny's solution](#)

**1279.**

undefined311

[Ice-cream Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · last AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: \*special

[Anny's solution](#)

**1280.**

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, binary search, brute force

[Anny's solution](#)

**1281.**

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, expression parsing, number theory

[Anny's solution](#)

**1282.**

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · last AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, number theory

[Anny's solution](#)

**1283.**

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, geometry

[Anny's solution](#)

**1284.**

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, geometry

[Anny's solution](#)

### 1285.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, games, interactive

[Anny's solution](#)

### 1286.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, string suffix structures

[Anny's solution](#)

### 1287.

undefined509

[Chameleons All Around](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: \*special

[Anny's solution](#)

### 1288.

undefined482

[Impudent Thief](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Anny's solution](#)

### 1289.

undefined137

[Funny Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: \*special

[Anny's solution](#)

### 1290.

undefined167

[I-country](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: \*special

[Anny's solution](#)

### 1291.

undefined216

[Royal Federation](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Anny's solution](#)

### 1292.

undefined148

[B-Station](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: \*special

[Anny's solution](#)

### 1293.

undefined183

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

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: \*special

[Anny's solution](#)

### 1294.

undefined149

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · last AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Anny's solution](#)

### 1295.

undefined103

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Anny's solution](#)

**1296.**

undefined143

[Long Live the Queen](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Anny's solution](#)

**1297.**

103828I

[Bombing buildings](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Anny's solution](#)

**1298.**

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Anny's solution](#)

**1299.**

undefined171

[Sarov zones](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Anny's solution](#)

**1300.**

100213K

[Gone Swimming](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · last AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Anny's solution](#)

**1301.**

100078A

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Anny's solution](#)

**1302.**

100078G

[Given a string...](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Anny's solution](#)

**1303.**

100078J

[Journey with Pigs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Anny's solution](#)

**1304.**

100078I

[iChess](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Anny's solution](#)

**1305.**

100078B

[Beer Refrigerator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Anny's solution](#)

**1306.**

100365H

[Peaks](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Anny's solution](#)

**1307.**

100274D

[Magic Star](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · last AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Anny's solution](#)

**1308.**

100536C

[Chandelier](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Anny's solution](#)

**1309.**

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[Anny's solution](#)

**1310.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Anny's solution](#)

**1311.**

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Anny's solution](#)

**1312.**

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**1313.**

100202A

[Little Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Anny's solution](#)

**1314.**

100202B

[Under Control](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · last AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Anny's solution](#)

**1315.**

1663C

[P Ö: Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, math

[Anny's solution](#)

**1316.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, expression parsing, trees

[Anny's solution](#)

**1317.**

100506A

[Average distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Anny's solution](#)

**1318.**

100651B

[Anti-prime Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Anny's solution](#)

**1319.**

undefined125

[Shtirlits](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Anny's solution](#)

**1320.**

100783A

[GREAT+SWERC=PORTO](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Anny's solution](#)

**1321.**

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · last AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Anny's solution](#)

**1322.**

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · last AC: 2022-03-26 · GNU C++11 (first AC) · Tags: —

[Anny's solution](#)

**1323.**

394A

[Counting Sticks](#) · [Tutorial](#)

Quality: 2,738 global accepts · Rating: — · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Anny's solution](#)

**1324.**

undefined104

[Little Shop of Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[Anny's solution](#)

**1325.**

102961H

[Maximum Subarray Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · last AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Anny's solution](#)

**1326.**

102961E

[Restaurant Customers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · last AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Anny's solution](#)

**1327.**

102961G

[Sum of Two Values](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Anny's solution](#)

**1328.**

102961F

[Movie Festival](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Anny's solution](#)

**1329.**

102961A

[Distinct Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Anny's solution](#)

**1330.**

102961C

[Ferris Wheel](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Anny's solution](#)

**1331.**

102961B

[Apartments](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Anny's solution](#)

**1332.**

100723E

[Escape from Enemy Territory](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · last AC: 2021-08-11 · GNU C++11 (first AC) · Tags: —

[Anny's solution](#)