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Unique solved — Ari

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

Sort: Problem rating · easier first

Filters: none

Count: 1,893

1.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,574 global accepts · Rating: 800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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2.

2075A

[To Zero](#) · [Tutorial](#)

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3.

2061A

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

Quality: 22,353 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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4.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,510 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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5.

2049A

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6.

2048A

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

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7.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

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8.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

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9.

2035A

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10.

1982A

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11.

1981A

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

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12.

1930A

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13.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

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14.

1919A

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15.

1909A

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16.

1899A

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17.

1864A

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18.

1844A

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19.

1846B

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20.

1846A

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21.

1763A

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22.

1761A

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23.

1684B

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24.

1684A

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25.

1656A

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26.

1534A

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27.

1538B

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28.

1538A

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29.

1523A

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30.

1526A

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31.

1527A

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32.

1515A

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33.

1519A

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34.

1519B

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35.

1517A

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36.

1516A

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37.

1514A

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38.

1509A

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39.

1511A

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40.

1513A

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41.

1512A

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42.

1512B

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43.

1492A

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44.

1491A

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45.

1478A

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46.

1466B

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47.

1466A

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48.

1459A

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49.

1461A

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50.

1455A

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51.

1457A

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52.

1408A

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53.

1409A

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54.

1398B

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55.

1398A

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56.

1391B

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57.

1391A

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58.

1393A

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59.

1388A

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60.

1389A

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61.

1382A

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62.

1385A

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63.

1385B

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64.

1371A

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65.

1374A

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66.

609A

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67.

1369A

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68.

1368A

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69.

1367A

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70.

1367B

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71.

1358A

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72.

1352A

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73.

1351A

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74.

851A

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75.

1335A

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76.

486A

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77.

1328A

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Quality: 131,893 global accepts · Rating: 800 · first AC: 2020-03-26 · C++17 (GCC 9-64) (first AC) · Tags: math

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78.

1325B

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79.

1325A

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80.

1303A

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81.

1300A

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82.

1312A

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83.

1307A

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84.

1296A

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1294A

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86.

1270A

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87.

1185A

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88.

1176A

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89.

1167A

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90.

1118A

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91.

1131A

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92.

1106A

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93.

1102A

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94.

1114A

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95.

1095A

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96.

1017A

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97.

1250F

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98.

1244A

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99.

1228A

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100.

618A

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101.

1207A

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102.

1200A

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103.

1196A

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104.

1178A

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105.

1194A

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106.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ari's solution](#)

107.

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,023 global accepts · Rating: 800 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ari's solution](#)

108.

1148A

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

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ari's solution](#)

109.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,054 global accepts · Rating: 800 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ari's solution](#)

110.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

111.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,953 global accepts · Rating: 800 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

112.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,436 global accepts · Rating: 800 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

113.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,805 global accepts · Rating: 800 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

114.

467A

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

Quality: 155,918 global accepts · Rating: 800 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

115.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

116.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,803 global accepts · Rating: 800 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Ari's solution](#)

117.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Ari's solution](#)

118.

750A

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

Quality: 92,550 global accepts · Rating: 800 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[Ari's solution](#)

119.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Ari's solution](#)

120.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,213 global accepts · Rating: 800 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Ari's solution](#)

121.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,274 global accepts · Rating: 800 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

122.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,357 global accepts · Rating: 800 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[Ari's solution](#)

123.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Ari's solution](#)

124.

1088A

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

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Ari's solution](#)

125.

1056A

[Determine Line](#) · [Tutorial](#)

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

[Ari's solution](#)

126.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Ari's solution](#)

127.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Ari's solution](#)

128.

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Ari's solution](#)

129.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

130.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,159 global accepts · Rating: 800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[Ari's solution](#)

131.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Ari's solution](#)

132.

1058A

[In Search of an Easy Problem](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

133.

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

Quality: 21,285 global accepts · Rating: 800 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[Ari's solution](#)

134.

1041A

[Heist](#) · [Tutorial](#)

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

[Ari's solution](#)

135.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,645 global accepts · Rating: 800 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Ari's solution](#)

136.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

137.

1005A

[Tanya and Stairways](#) · [Tutorial](#)

Quality: 27,484 global accepts · Rating: 800 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

138.

1006A

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

Quality: 22,873 global accepts · Rating: 800 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

139.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,213 global accepts · Rating: 800 · first AC: 2018-07-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

140.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,349 global accepts · Rating: 800 · first AC: 2018-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Ari's solution](#)

141.

1003A

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

Quality: 29,981 global accepts · Rating: 800 · first AC: 2018-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

142.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,495 global accepts · Rating: 800 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Ari's solution](#)

143.

987A

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

Quality: 17,501 global accepts · Rating: 800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

144.

976A

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

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

145.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[Ari's solution](#)

146.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

147.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Ari's solution](#)

148.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,096 global accepts · Rating: 800 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ari's solution](#)

149.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,090 global accepts · Rating: 800 · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

150.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,377 global accepts · Rating: 800 · first AC: 2017-12-04 · GNU C++ (first AC) · Tags: brute force, dp

[Ari's solution](#)

151.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,725 global accepts · Rating: 800 · first AC: 2017-11-23 · Python 3 (first AC) · Tags: brute force, math

[Ari's solution](#)

152.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Ari's solution](#)

153.

2035B

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

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ari's solution](#)

154.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,570 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ari's solution](#)

155.

1771A

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

Quality: 25,298 global accepts · Rating: 900 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[Ari's solution](#)

156.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Ari's solution](#)

157.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation

[Ari's solution](#)

158.

1475B

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

Quality: 57,240 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[Ari's solution](#)

159.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,802 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Ari's solution](#)

160.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ari's solution](#)

161.

1419A

[Digit Game](#) · [Tutorial](#)

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

[Ari's solution](#)

162.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Ari's solution](#)

163.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,577 global accepts · Rating: 900 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: math

[Ari's solution](#)

164.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,667 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: games

[Ari's solution](#)

165.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · PyPy 3 (first AC) · Tags: brute force, implementation, math

[Ari's solution](#)

166.

1335B

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

Quality: 42,595 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Ari's solution](#)

167.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,207 global accepts · Rating: 900 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math

[Ari's solution](#)

168.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ari's solution](#)

169.

1324A

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

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

[Ari's solution](#)

170.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,695 global accepts · Rating: 900 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ari's solution](#)

171.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ari's solution](#)

172.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ari's solution](#)

173.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[Ari's solution](#)

174.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 900 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ari's solution](#)

175.

1106C

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

Quality: 15,908 global accepts · Rating: 900 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Ari's solution](#)

176.

1107A

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

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Ari's solution](#)

177.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ari's solution](#)

178.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ari's solution](#)

179.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ari's solution](#)

180.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,861 global accepts · Rating: 900 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ari's solution](#)

181.

1197A

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

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Ari's solution](#)

182.

1187A

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

Quality: 15,543 global accepts · Rating: 900 · first AC: 2019-06-30 · PyPy 3 (first AC) · Tags: math

[Ari's solution](#)

183.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,695 global accepts · Rating: 900 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ari's solution](#)

184.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[Ari's solution](#)

185.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,386 global accepts · Rating: 900 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Ari's solution](#)

186.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,185 global accepts · Rating: 900 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

187.

415A

[Mashmikh and Lights](#) · [Tutorial](#)

Quality: 9,590 global accepts · Rating: 900 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

188.

1093B

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

Quality: 17,703 global accepts · Rating: 900 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Ari's solution](#)

189.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,778 global accepts · Rating: 900 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Ari's solution](#)

190.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,526 global accepts · Rating: 900 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Ari's solution](#)

191.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 900 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Ari's solution](#)

192.

1005B

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

Quality: 27,385 global accepts · Rating: 900 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Ari's solution](#)

193.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 900 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

194.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,950 global accepts · Rating: 900 · first AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Ari's solution](#)

195.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Ari's solution](#)

196.

892A

[Greedy](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Ari's solution](#)

197.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Ari's solution](#)

198.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,763 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Ari's solution](#)

199.

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Ari's solution](#)

200.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Ari's solution](#)

201.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Ari's solution](#)

202.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ari's solution](#)

203.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,537 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Ari's solution](#)

204.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,040 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Ari's solution](#)

205.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[Ari's solution](#)

206.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,134 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Ari's solution](#)

207.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[Ari's solution](#)

208.

1419D1

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

Quality: 26,385 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Ari's solution](#)

209.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,839 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[Ari's solution](#)

210.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Ari's solution](#)

211.

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Ari's solution](#)

212.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,913 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Ari's solution](#)

213.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Ari's solution](#)

214.

1359A

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Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

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215.

1359B

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216.

1358B

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217.

1342A

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218.

1165B

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219.

1333A

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Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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220.

1277A

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221.

1326A

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222.

1312B

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223.

1266B

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224.

1266A

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225.

1260A

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226.

1253A

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227.

1245A

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228.

1195B

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229.

1195A

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230.

1111A

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231.

1107B

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232.

1117B

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233.

1100A

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234.

1244B

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235.

1199A

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236.

1199B

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237.

1197B

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238.

804A

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239.

1139B

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240.

1182A

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241.

1174A

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242.

1101A

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243.

672B

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244.

515A

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245.

604A

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246.

499B

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247.

608A

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248.

560A

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249.

435A

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250.

1088B

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251.

1077B

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252.

1073B

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253.

1073A

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254.

1054B

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255.

1059A

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256.

1041B

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257.

1036A

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258.

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259.

1027A

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260.

998A

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261.

909A

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262.

2096B

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263.

2061B

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264.

1899C

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265.

1899B

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266.

1864B

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267.

1685A

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268.

1656B

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269.

1534B

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270.

1523B

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271.

1509B

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272.

1492B

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273.

1457B

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274.

1409B

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275.

1382B

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276.

609B

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277.

1342B

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278.

1335C

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279.

1333B

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280.

842B

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281.

1332A

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282.

1327A

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283.

1324C

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284.

1324B

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285.

911A

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286.

1288B

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287.

1262A

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288.

1263A

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289.

1176B

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290.

1165A

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291.

1132A

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292.

1117A

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293.

1105B

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294.

1105A

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295.

618B

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296.

1214B

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297.

1213B

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298.

501B

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299.

712B

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300.

495A

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301.

675A

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302.

556B

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303.

110B

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304.

1099B

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[Ari's solution](#)

305.

1042A

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306.

389B

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307.

1070K

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308.

1066A

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309.

1060B

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310.

1058B

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[Ari's solution](#)

311.

1038B

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312.

869B

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313.

869A

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314.

988B

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315.

987B

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316.

975B

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317.

955A

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318.

902A

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319.

2048C

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320.

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321.

2039C1

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[Ari's solution](#)

322.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,897 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Ari's solution](#)

323.

1982B

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

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Ari's solution](#)

324.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[Ari's solution](#)

325.

1909B

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

Quality: 30,955 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Ari's solution](#)

326.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[Ari's solution](#)

327.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,475 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[Ari's solution](#)

328.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[Ari's solution](#)

329.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Ari's solution](#)

330.

1527B1

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

Quality: 34,396 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[Ari's solution](#)

331.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ari's solution](#)

332.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,928 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Ari's solution](#)

333.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,707 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Ari's solution](#)

334.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ari's solution](#)

335.

1495A

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Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

[Ari's solution](#)

336.

1491B

[Minimal Cost](#) · [Tutorial](#)

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

[Ari's solution](#)

337.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[Ari's solution](#)

338.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Ari's solution](#)

339.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[Ari's solution](#)

340.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,460 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Ari's solution](#)

341.

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Ari's solution](#)

342.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Ari's solution](#)

343.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[Ari's solution](#)

344.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[Ari's solution](#)

345.

1364A

[XXXXXX](#) · [Tutorial](#)

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

[Ari's solution](#)

346.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,761 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Ari's solution](#)

347.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,818 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Ari's solution](#)

348.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Ari's solution](#)

349.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Ari's solution](#)

350.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,230 global accepts · Rating: 1200 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[Ari's solution](#)

351.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Ari's solution](#)

352.

1327B

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

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Ari's solution](#)

353.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Ari's solution](#)

354.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Ari's solution](#)

355.

1272C

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

Quality: 30,737 global accepts · Rating: 1200 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation
[Ari's solution](#)

356.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[Ari's solution](#)

357.

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Ari's solution](#)

358.

1245B

[Restricted RPS](#) · [Tutorial](#)

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

359.

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Ari's solution](#)

360.

1185B

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

Quality: 14,221 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Ari's solution](#)

361.

1118B

[Tanya and Candies](#) · [Tutorial](#)

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Ari's solution](#)

362.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,658 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[Ari's solution](#)

363.

1102C

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

Quality: 14,167 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: games
[Ari's solution](#)

364.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,930 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math
[Ari's solution](#)

365.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,197 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[Ari's solution](#)

366.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[Ari's solution](#)

367.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Ari's solution](#)

368.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Ari's solution](#)

369.

1207B

[Square Filling](#) · [Tutorial](#)

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

370.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Ari's solution](#)

371.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[Ari's solution](#)

372.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Ari's solution](#)

373.

1174B

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

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[Ari's solution](#)

374.

1149A

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

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[Ari's solution](#)

375.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ari's solution](#)

376.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-22 · Python 3 (first AC) · Tags: dp, greedy, math

[Ari's solution](#)

377.

625B

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

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Ari's solution](#)

378.

408B

[Garland](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1200 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

379.

112B

[Petya and Square](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 1200 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Ari's solution](#)

380.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Ari's solution](#)

381.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1200 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[Ari's solution](#)

382.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,423 global accepts · Rating: 1200 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Ari's solution](#)

383.

1097B

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

Quality: 35,945 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Ari's solution](#)

384.

1091B

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

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

[Ari's solution](#)

385.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,435 global accepts · Rating: 1200 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

386.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,976 global accepts · Rating: 1200 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers
[Ari's solution](#)

387.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Ari's solution](#)

388.

1076B

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Quality: 14,585 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[Ari's solution](#)

389.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[Ari's solution](#)

390.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Ari's solution](#)

391.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1200 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[Ari's solution](#)

392.

1064B

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Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[Ari's solution](#)

393.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation
[Ari's solution](#)

394.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Ari's solution](#)

395.

1011B

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

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

396.

1006B

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

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Ari's solution](#)

397.

1006C

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

Quality: 25,359 global accepts · Rating: 1200 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[Ari's solution](#)

398.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2018-07-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Ari's solution](#)

399.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Ari's solution](#)

400.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Ari's solution](#)

401.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Ari's solution](#)

402.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy

[Ari's solution](#)

403.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Ari's solution](#)

404.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Ari's solution](#)

405.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[Ari's solution](#)

406.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Ari's solution](#)

407.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,272 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[Ari's solution](#)

408.

1899D

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

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory
[Ari's solution](#)

409.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,280 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[Ari's solution](#)

410.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math
[Ari's solution](#)

411.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[Ari's solution](#)

412.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[Ari's solution](#)

413.

1534C

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

Quality: 13,810 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[Ari's solution](#)

414.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,398 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers
[Ari's solution](#)

415.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[Ari's solution](#)

416.

1470A

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

Quality: 29,384 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[Ari's solution](#)

417.

1466C

[Canine poetry](#) · [Tutorial](#)

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

[Ari's solution](#)

418.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,878 global accepts · Rating: 1300 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Ari's solution](#)

419.

1418B

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

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

[Ari's solution](#)

420.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[Ari's solution](#)

421.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,369 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Ari's solution](#)

422.

1373C

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

Quality: 19,372 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[Ari's solution](#)

423.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ari's solution](#)

424.

1364B

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

Quality: 26,175 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[Ari's solution](#)

425.

1352D

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

Quality: 29,853 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Ari's solution](#)

426.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Ari's solution](#)

427.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation

[Ari's solution](#)

428.

1328B

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

Quality: 32,043 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[Ari's solution](#)

429.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Ari's solution](#)

430.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ari's solution](#)

431.

1307B

[Cow and Friend](#) · [Tutorial](#)

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

[Ari's solution](#)

432.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Ari's solution](#)

433.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Ari's solution](#)

434.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Ari's solution](#)

435.

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation, sortings, strings

[Ari's solution](#)

436.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,098 global accepts · Rating: 1300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Ari's solution](#)

437.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,398 global accepts · Rating: 1300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ari's solution](#)

438.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Ari's solution](#)

439.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Ari's solution](#)

440.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,773 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[Ari's solution](#)

441.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 1300 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ari's solution](#)

442.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Ari's solution](#)

443.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Ari's solution](#)

444.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ari's solution](#)

445.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ari's solution](#)

446.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings

[Ari's solution](#)

447.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[Ari's solution](#)

448.

1174C

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

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number

theory

[Ari's solution](#)

449.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Ari's solution](#)

450.

437A

[The Child and Homework](#) · [Tutorial](#)

Quality: 9,360 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

451.

426B

[Sereja and Mirroring](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

452.

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,273 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Ari's solution](#)

453.

485B

[Valuable Resources](#) · [Tutorial](#)

Quality: 6,791 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Ari's solution](#)

454.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1300 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[Ari's solution](#)

455.

146B

[Lucky Mask](#) · [Tutorial](#)

Quality: 4,974 global accepts · Rating: 1300 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Ari's solution](#)

456.

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

457.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[Ari's solution](#)

458.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Ari's solution](#)

459.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,520 global accepts · Rating: 1300 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[Ari's solution](#)

460.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Ari's solution](#)

461.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[Ari's solution](#)

462.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 1300 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

463.

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Ari's solution](#)

464.

1062A

[A Prank](#) · [Tutorial](#)

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

[Ari's solution](#)

465.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,423 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Ari's solution](#)

466.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Ari's solution](#)

467.

1064C

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

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

[Ari's solution](#)

468.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

469.

1058C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Ari's solution](#)

470.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Ari's solution](#)

471.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

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

[Ari's solution](#)

472.

1037C

[Equalize](#) · [Tutorial](#)

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

[Ari's solution](#)

473.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,877 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Ari's solution](#)

474.

1037A

[Packets](#) · [Tutorial](#)

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

[Ari's solution](#)

475.

1005C

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

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Ari's solution](#)

476.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Ari's solution](#)

477.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2018-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Ari's solution](#)

478.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ari's solution](#)

479.

976B

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

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Ari's solution](#)

480.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

481.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-05 · last AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[Ari's solution](#)

482.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1300 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory
[Ari's solution](#)

483.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Ari's solution](#)

484.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math
[Ari's solution](#)

485.

2034C

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

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[Ari's solution](#)

486.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math
[Ari's solution](#)

487.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,705 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[Ari's solution](#)

488.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[Ari's solution](#)

489.

1854A1

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

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

490.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[Ari's solution](#)

491.

1771B

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

Quality: 21,330 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Ari's solution](#)

492.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Ari's solution](#)

493.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Ari's solution](#)

494.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,731 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Ari's solution](#)

495.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ari's solution](#)

496.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,460 global accepts · Rating: 1400 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Ari's solution](#)

497.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Ari's solution](#)

498.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,103 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[Ari's solution](#)

499.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Ari's solution](#)

500.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math

[Ari's solution](#)

501.

1461B

[Find the Spruce](#) · [Tutorial](#)

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

[Ari's solution](#)

502.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[Ari's solution](#)

503.

866A

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

Rating: 1400 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Ari's solution](#)

504.

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Ari's solution](#)

505.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,084 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, two pointers

[Ari's solution](#)

506.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers

[Ari's solution](#)

507.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Ari's solution](#)

508.

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 1400 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Ari's solution](#)

509.

1277C

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

Rating: 1400 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Ari's solution](#)

510.

1332B

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

Quality: 18,953 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Ari's solution](#)

511.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,089 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Ari's solution](#)

512.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,347 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[Ari's solution](#)

513.

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Ari's solution](#)

514.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[Ari's solution](#)

515.

1270C

[Make Good](#) · [Tutorial](#)

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

[Ari's solution](#)

516.

1279C

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

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Ari's solution](#)

517.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Ari's solution](#)

518.

1266C

[Diverse Matrix](#) · [Tutorial](#)

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

[Ari's solution](#)

519.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[Ari's solution](#)

520.

518B

[Tanya and Postcard](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Ari's solution](#)

521.

1245C

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

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

[Ari's solution](#)

522.

1195C

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

Quality: 34,835 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ari's solution](#)

523.

1167C

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

Quality: 25,997 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Ari's solution](#)

524.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[Ari's solution](#)

525.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Ari's solution](#)

526.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ari's solution](#)

527.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,587 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Ari's solution](#)

528.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ari's solution](#)

529.

1228B

[Filling the Grid](#) · [Tutorial](#)

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

[Ari's solution](#)

530.

1214A

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

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

[Ari's solution](#)

531.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ari's solution](#)

532.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ari's solution](#)

533.

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Ari's solution](#)

534.

804B

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

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[Ari's solution](#)

535.

1183D

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

Quality: 20,416 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ari's solution](#)

536.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Ari's solution](#)

537.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ari's solution](#)

538.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,584 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Ari's solution](#)

539.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Ari's solution](#)

540.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1400 · first AC: 2019-01-18 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[Ari's solution](#)

541.

493B

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

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2019-01-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

542.

711B

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

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2019-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Ari's solution](#)

543.

111A

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

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2019-01-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Ari's solution](#)

544.

675B

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

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[Ari's solution](#)

545.

1097C

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

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

[Ari's solution](#)

546.

1091C

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

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

[Ari's solution](#)

547.

1088C

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

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ari's solution](#)

548.

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[Ari's solution](#)

549.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

550.

1009B

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

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Ari's solution](#)

551.

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-07-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Ari's solution](#)

552.

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Ari's solution](#)

553.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Ari's solution](#)

554.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Ari's solution](#)

555.

987C

[Three displays](#) · [Tutorial](#)

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

[Ari's solution](#)

556.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Ari's solution](#)

557.

955B

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

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

558.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Ari's solution](#)

559.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Ari's solution](#)

560.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,640 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Ari's solution](#)

561.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Ari's solution](#)

562.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Ari's solution](#)

563.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[Ari's solution](#)

564.

1526C1

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

Quality: 27,187 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[Ari's solution](#)

565.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[Ari's solution](#)

566.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Ari's solution](#)

567.

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[Ari's solution](#)

568.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Ari's solution](#)

569.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Ari's solution](#)

570.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Ari's solution](#)

571.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Ari's solution](#)

572.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Ari's solution](#)

573.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Ari's solution](#)

574.

1418C

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

Quality: 28,127 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths
[Ari's solution](#)

575.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[Ari's solution](#)

576.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math
[Ari's solution](#)

577.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,106 global accepts · Rating: 1500 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[Ari's solution](#)

578.

278B

[New Problem](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1500 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings
[Ari's solution](#)

579.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers
[Ari's solution](#)

580.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory
[Ari's solution](#)

581.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[Ari's solution](#)

582.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
[Ari's solution](#)

583.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[Ari's solution](#)

584.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Ari's solution](#)

585.

1368B

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

Quality: 21,426 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Ari's solution](#)

586.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Ari's solution](#)

587.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, two pointers

[Ari's solution](#)

588.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Ari's solution](#)

589.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,857 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Ari's solution](#)

590.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[Ari's solution](#)

591.

1325C

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

Quality: 17,155 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Ari's solution](#)

592.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[Ari's solution](#)

593.

1307C

[Cow and Message](#) · [Tutorial](#)

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

[Ari's solution](#)

594.

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, sortings

[Ari's solution](#)

595.

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, number theory

[Ari's solution](#)

596.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Ari's solution](#)

597.

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Ari's solution](#)

598.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,096 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ari's solution](#)

599.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,724 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Ari's solution](#)

600.

790A

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ari's solution](#)

601.

1272D

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

Quality: 19,285 global accepts · Rating: 1500 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Ari's solution](#)

602.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ari's solution](#)

603.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,004 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Ari's solution](#)

604.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,303 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[Ari's solution](#)

605.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Ari's solution](#)

606.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ari's solution](#)

607.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ari's solution](#)

608.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ari's solution](#)

609.

1106D

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

Quality: 19,652 global accepts · Rating: 1500 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Ari's solution](#)

610.

1106B

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

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Ari's solution](#)

611.

1102D

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

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Ari's solution](#)

612.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ari's solution](#)

613.

1105C

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

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Ari's solution](#)

614.

1250L

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

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Ari's solution](#)

615.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ari's solution](#)

616.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ari's solution](#)

617.

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Ari's solution](#)

618.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Ari's solution](#)

619.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,444 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Ari's solution](#)

620.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ari's solution](#)

621.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Ari's solution](#)

622.

1196D1

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

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ari's solution](#)

623.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ari's solution](#)

624.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ari's solution](#)

625.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,656 global accepts · Rating: 1500 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[Ari's solution](#)

626.

341B

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

Rating: 1500 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[Ari's solution](#)

627.

1179A

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

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[Ari's solution](#)

628.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs
[Ari's solution](#)

629.

1158A

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

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers
[Ari's solution](#)

630.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Ari's solution](#)

631.

854C

[Planning](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-02-17 · last AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[Ari's solution](#)

632.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games
[Ari's solution](#)

633.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[Ari's solution](#)

634.

437B

[The Child and Set](#) · [Tutorial](#)

Quality: 10,448 global accepts · Rating: 1500 · first AC: 2019-01-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, sortings
[Ari's solution](#)

635.

137C

[History](#) · [Tutorial](#)

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636.

384B

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Quality: 3,803 global accepts · Rating: 1500 · first AC: 2019-01-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers
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637.

496B

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Quality: 6,207 global accepts · Rating: 1500 · first AC: 2019-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

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638.

468A

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639.

103B

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640.

1101E

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641.

1101C

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642.

676B

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643.

676C

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644.

367A

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645.

1081B

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646.

1081C

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647.

976C

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648.

1062B

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649.

1043C

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650.

1070F

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651.

1070H

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652.

1054C

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653.

1066B

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654.

1011C

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655.

1005D

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656.

455A

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657.

998C

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658.

812C

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659.

908C

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660.

902C

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661.

2061D

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662.

2061C

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663.

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664.

2046B

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665.

2034D

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1899F

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667.

1771C

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668.

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669.

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671.

1526C2

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672.

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673.

1527C

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674.

1519D

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1514C

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676.

1513C

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677.

1512E

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678.

1503A

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679.

1483A

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680.

1475E

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681.

1458A

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682.

1461D

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683.

1455D

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684.

848A

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685.

1071A

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686.

993A

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687.

1398C

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688.

1015D

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689.

1389B

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690.

1371D

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691.

1374E1

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692.

1373D

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693.

1364C

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694.

1358C

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695.

1349A

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1344A

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697.

1352G

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698.

1342C

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699.

1336A

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700.

949A

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701.

1327C

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702.

665A

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703.

150B

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704.

1294D

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705.

1288C

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706.

1282B2

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707.

1261B1

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708.

68B

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709.

1165E

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710.

1165D

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711.

1095D

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712.

1246A

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713.

1240A

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714.

618C

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715.

1213D2

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716.

781A

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717.

1198A

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718.

1198B

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719.

1163B2

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720.

1196D2

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721.

1188A1

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722.

341A

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723.

1148B

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724.

1140C

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725.

1137B

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726.

1137A

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727.

742D

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728.

1109A

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729.

297B

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730.

343A

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731.

343B

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732.

712C

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733.

346A

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734.

154A

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735.

383A

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736.

603A

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737.

1098A

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738.

750C

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739.

1096C

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740.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Ari's solution](#)

741.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Ari's solution](#)

742.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Ari's solution](#)

743.

1056D

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

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[Ari's solution](#)

744.

1056B

[Divide Candies](#) · [Tutorial](#)

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

[Ari's solution](#)

745.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Ari's solution](#)

746.

1062C

[Banh-mi](#) · [Tutorial](#)

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

[Ari's solution](#)

747.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Ari's solution](#)

748.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,238 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Ari's solution](#)

749.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,626 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Ari's solution](#)

750.

1036B

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

Quality: 5,964 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[Ari's solution](#)

751.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · last AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[Ari's solution](#)

752.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Ari's solution](#)

753.

1027C

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

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

[Ari's solution](#)

754.

1003D

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

Quality: 8,560 global accepts · Rating: 1600 · first AC: 2018-07-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Ari's solution](#)

755.

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Ari's solution](#)

756.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Ari's solution](#)

757.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Ari's solution](#)

758.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Ari's solution](#)

759.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Ari's solution](#)

760.

1982D

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

Quality: 9,764 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Ari's solution](#)

761.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Ari's solution](#)

762.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Ari's solution](#)

763.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ari's solution](#)

764.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,266 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Ari's solution](#)

765.

1528B

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

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Ari's solution](#)

766.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,110 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Ari's solution](#)

767.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Ari's solution](#)

768.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[Ari's solution](#)

769.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Ari's solution](#)

770.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Ari's solution](#)

771.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Ari's solution](#)

772.

798C

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

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, number theory

[Ari's solution](#)

773.

1393C

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

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Ari's solution](#)

774.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Ari's solution](#)

775.

1381A2

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

Quality: 14,324 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Ari's solution](#)

776.

1368D

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

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Ari's solution](#)

777.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Ari's solution](#)

778.

305B

[Continued Fractions](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Ari's solution](#)

779.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,470 global accepts · Rating: 1700 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms

[Ari's solution](#)

780.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[Ari's solution](#)

781.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Ari's solution](#)

782.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[Ari's solution](#)

783.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,297 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Ari's solution](#)

784.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, two pointers

[Ari's solution](#)

785.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Ari's solution](#)

786.

851C

[Five Dimensional Points](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

[Ari's solution](#)

787.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Ari's solution](#)

788.

1335E1

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

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Ari's solution](#)

789.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Ari's solution](#)

790.

1333C

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

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Ari's solution](#)

791.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1700 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ari's solution](#)

792.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Ari's solution](#)

793.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Ari's solution](#)

794.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2020-03-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, strings

[Ari's solution](#)

795.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2020-03-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Ari's solution](#)

796.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

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

[Ari's solution](#)

797.

1324E

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

Quality: 17,009 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Ari's solution](#)

798.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[Ari's solution](#)

799.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Ari's solution](#)

800.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Ari's solution](#)

801.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ari's solution](#)

802.

1292B

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Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[Ari's solution](#)

803.

806A

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Rating: 1700 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Ari's solution](#)

804.

1279D

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Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[Ari's solution](#)

805.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[Ari's solution](#)

806.

1280A

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Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Ari's solution](#)

807.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Ari's solution](#)

808.

923A

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Quality: 5,419 global accepts · Rating: 1700 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Ari's solution](#)

809.

1260C

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Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[Ari's solution](#)

810.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[Ari's solution](#)

811.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
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812.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,248 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
[Ari's solution](#)

813.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,113 global accepts · Rating: 1700 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[Ari's solution](#)

814.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,058 global accepts · Rating: 1700 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ari's solution](#)

815.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[Ari's solution](#)

816.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[Ari's solution](#)

817.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ari's solution](#)

818.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ari's solution](#)

819.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1700 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Ari's solution](#)

820.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Ari's solution](#)

821.

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Ari's solution](#)

822.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[Ari's solution](#)

823.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Ari's solution](#)

824.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings

[Ari's solution](#)

825.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Ari's solution](#)

826.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Ari's solution](#)

827.

1237C1

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

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[Ari's solution](#)

828.

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Ari's solution](#)

829.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math

[Ari's solution](#)

830.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ari's solution](#)

831.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Ari's solution](#)

832.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Ari's solution](#)

833.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Ari's solution](#)

834.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Ari's solution](#)

835.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[Ari's solution](#)

836.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[Ari's solution](#)

837.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-23 · last AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu
[Ari's solution](#)

838.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2019-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dp
[Ari's solution](#)

839.

360A

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

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2019-01-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Ari's solution](#)

840.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2019-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math
[Ari's solution](#)

841.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2019-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[Ari's solution](#)

842.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2019-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dp
[Ari's solution](#)

843.

1091D

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

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[Ari's solution](#)

844.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees
[Ari's solution](#)

845.

897C

[Nephren gives a riddle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math
[Ari's solution](#)

846.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Ari's solution](#)

847.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[Ari's solution](#)

848.

1092C

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Ari's solution](#)

849.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2018-12-17 · last AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Ari's solution](#)

850.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[Ari's solution](#)

851.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[Ari's solution](#)

852.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[Ari's solution](#)

853.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1700 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Ari's solution](#)

854.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[Ari's solution](#)

855.

339D

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

Quality: 32,547 global accepts · Rating: 1700 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Ari's solution](#)

856.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ari's solution](#)

857.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[Ari's solution](#)

858.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Ari's solution](#)

859.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ari's solution](#)

860.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[Ari's solution](#)

861.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Ari's solution](#)

862.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Ari's solution](#)

863.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Ari's solution](#)

864.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Ari's solution](#)

865.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[Ari's solution](#)

866.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Ari's solution](#)

867.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[Ari's solution](#)

868.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[Ari's solution](#)

869.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[Ari's solution](#)

870.

1508B

[Almost Sorted](#) · [Tutorial](#)

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

[Ari's solution](#)

871.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Ari's solution](#)

872.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Ari's solution](#)

873.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Ari's solution](#)

874.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[Ari's solution](#)

875.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

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

[Ari's solution](#)

876.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Ari's solution](#)

877.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[Ari's solution](#)

878.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[Ari's solution](#)

879.

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[Ari's solution](#)

880.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Ari's solution](#)

881.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Ari's solution](#)

882.

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: math, ternary search

[Ari's solution](#)

883.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Ari's solution](#)

884.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, trees

[Ari's solution](#)

885.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Ari's solution](#)

886.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Ari's solution](#)

887.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Ari's solution](#)

888.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Ari's solution](#)

889.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Ari's solution](#)

890.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2020-05-27 · last AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings, trees

[Ari's solution](#)

891.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,805 global accepts · Rating: 1800 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Ari's solution](#)

892.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[Ari's solution](#)

893.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Ari's solution](#)

894.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ari's solution](#)

895.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Ari's solution](#)

896.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Ari's solution](#)

897.

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Ari's solution](#)

898.

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ari's solution](#)

899.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Ari's solution](#)

900.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ari's solution](#)

901.

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Ari's solution](#)

902.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Ari's solution](#)

903.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Ari's solution](#)

904.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Ari's solution](#)

905.

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Ari's solution](#)

906.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Ari's solution](#)

907.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ari's solution](#)

908.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Ari's solution](#)

909.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math

[Ari's solution](#)

910.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Ari's solution](#)

911.

1249D1

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

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ari's solution](#)

912.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Ari's solution](#)

913.

727D

[T-shirts Distribution](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, greedy

[Ari's solution](#)

914.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Ari's solution](#)

915.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ari's solution](#)

916.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[Ari's solution](#)

917.

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ari's solution](#)

918.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ari's solution](#)

919.

336C

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

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, number theory

[Ari's solution](#)

920.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,700 global accepts · Rating: 1800 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[Ari's solution](#)

921.

1118F1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Ari's solution](#)

922.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,575 global accepts · Rating: 1800 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[Ari's solution](#)

923.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, number theory

[Ari's solution](#)

924.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Ari's solution](#)

925.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Ari's solution](#)

926.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[Ari's solution](#)

927.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[Ari's solution](#)

928.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[Ari's solution](#)

929.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ari's solution](#)

930.

434A

[Ryouko's Memory Note](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Ari's solution](#)

931.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ari's solution](#)

932.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Ari's solution](#)

933.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ari's solution](#)

934.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games

[Ari's solution](#)

935.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ari's solution](#)

936.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · last AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ari's solution](#)

937.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ari's solution](#)

938.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ari's solution](#)

939.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-06-05 · last AC: 2019-06-05 · PyPy 3 (first AC) · Tags: binary search, sortings

[Ari's solution](#)

940.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ari's solution](#)

941.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[Ari's solution](#)

942.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Ari's solution](#)

943.

913D

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944.

854D

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945.

1109B

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946.

706D

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947.

603B

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948.

132C

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949.

1083A

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950.

1096D

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951.

1076D

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952.

909C

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953.

1081D

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954.

1082D

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955.

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956.

1062D

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957.

1073C

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958.

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959.

1066D

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1047C

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961.

1038D

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962.

1011E

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[Ari's solution](#)

963.

1011D

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964.

1005E1

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965.

869C

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966.

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968.

911D

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969.

899D

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971.

1854A2

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972.

1656D

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973.

1527B2

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974.

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975.

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976.

1495B

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977.

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979.

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982.

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985.

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866B

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987.

213B

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989.

109C

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992.

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1369D

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691E

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997.

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998.

1216E1

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999.

452D

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1000.

553B

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1060D

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1358D

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1277E

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1277D

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1328E

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1010.

111B

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1011.

965D

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1012.

999D

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1014.

1000D

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1015.

1202D

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650B

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1017.

1144E

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1018.

1294E

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1019.

1270D

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1020.

1272E

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1022.

552C

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702D

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1026.

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1027.

1242B

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1028.

722D

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1029.

935D

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1031.

1012B

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1032.

993B

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1033.

552D

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1034.

1245D

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1035.

1117C

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1036.

1114D

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1037.

1095F

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1038.

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1039.

1237C2

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1040.

1228D

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1041.

1214D

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1042.

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781B

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1044.

1208D

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1045.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[Ari's solution](#)

1046.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Ari's solution](#)

1047.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[Ari's solution](#)

1048.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[Ari's solution](#)

1049.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math

[Ari's solution](#)

1050.

1197D

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

Quality: 5,779 global accepts · Rating: 1900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Ari's solution](#)

1051.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Ari's solution](#)

1052.

1183H

[Subsequences \(hard version\)](#) · [Tutorial](#)

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Ari's solution](#)

1053.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Ari's solution](#)

1054.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[Ari's solution](#)

1055.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Ari's solution](#)

1056.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[Ari's solution](#)

1057.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[Ari's solution](#)

1058.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2019-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, matrices

[Ari's solution](#)

1059.

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2019-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Ari's solution](#)

1060.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2019-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Ari's solution](#)

1061.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2019-01-17 · last AC: 2019-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

greedy, two pointers

[Ari's solution](#)

1062.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2019-01-17 · last AC: 2019-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Ari's solution](#)

1063.

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2019-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[Ari's solution](#)

1064.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[Ari's solution](#)

1065.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,152 global accepts · Rating: 1900 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Ari's solution](#)

1066.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 1900 · first AC: 2018-12-19 · last AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Ari's solution](#)

1067.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Ari's solution](#)

1068.

1078A

[Barcelonian Distance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, shortest paths

[Ari's solution](#)

1069.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Ari's solution](#)

1070.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Ari's solution](#)

1071.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Ari's solution](#)

1072.

1064E

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[Ari's solution](#)

1073.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Ari's solution](#)

1074.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,374 global accepts · Rating: 1900 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Ari's solution](#)

1075.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-12-04 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Ari's solution](#)

1076.

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Ari's solution](#)

1077.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Ari's solution](#)

1078.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Ari's solution](#)

1079.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[Ari's solution](#)

1080.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Ari's solution](#)

1081.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ari's solution](#)

1082.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Ari's solution](#)

1083.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[Ari's solution](#)

1084.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ari's solution](#)

1085.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-19 · last AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Ari's solution](#)

1086.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Ari's solution](#)

1087.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[Ari's solution](#)

1088.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Ari's solution](#)

1089.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[Ari's solution](#)

1090.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Ari's solution](#)

1091.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Ari's solution](#)

1092.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ari's solution](#)

1093.

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Ari's solution](#)

1094.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Ari's solution](#)

1095.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Ari's solution](#)

1096.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[Ari's solution](#)

1097.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,036 global accepts · Rating: 2000 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Ari's solution](#)

1098.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers

[Ari's solution](#)

1099.

1359D

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

Quality: 10,730 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[Ari's solution](#)

1100.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Ari's solution](#)

1101.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ari's solution](#)

1102.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Ari's solution](#)

1103.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Ari's solution](#)

1104.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Ari's solution](#)

1105.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,761 global accepts · Rating: 2000 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[Ari's solution](#)

1106.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,803 global accepts · Rating: 2000 · first AC: 2020-03-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[Ari's solution](#)

1107.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2020-03-24 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[Ari's solution](#)

1108.

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, number theory

[Ari's solution](#)

1109.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-01-22 · last AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Ari's solution](#)

1110.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[Ari's solution](#)

1111.

806B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Ari's solution](#)

1112.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Ari's solution](#)

1113.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Ari's solution](#)

1114.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Ari's solution](#)

1115.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2019-11-24 · last AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Ari's solution](#)

1116.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Ari's solution](#)

1117.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Ari's solution](#)

1118.

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Ari's solution](#)

1119.

1165F1

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

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Ari's solution](#)

1120.

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[Ari's solution](#)

1121.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[Ari's solution](#)

1122.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ari's solution](#)

1123.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Ari's solution](#)

1124.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[Ari's solution](#)

1125.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Ari's solution](#)

1126.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Ari's solution](#)

1127.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[Ari's solution](#)

1128.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Ari's solution](#)

1129.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[Ari's solution](#)

1130.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[Ari's solution](#)

1131.

434B

[Nanami's Digital Board](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, implementation, two pointers

[Ari's solution](#)

1132.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Ari's solution](#)

1133.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · last AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[Ari's solution](#)

1134.

341C

[lahub and Permutations](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Ari's solution](#)

1135.

1183E

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

Quality: 5,421 global accepts · Rating: 2000 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Ari's solution](#)

1136.

1183G

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

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Ari's solution](#)

1137.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[Ari's solution](#)

1138.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[Ari's solution](#)

1139.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Ari's solution](#)

1140.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Ari's solution](#)

1141.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Ari's solution](#)

1142.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Ari's solution](#)

1143.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[Ari's solution](#)

1144.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Ari's solution](#)

1145.

899E

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Quality: 3,518 global accepts · Rating: 2000 · first AC: 2018-12-21 · last AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

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1146.

1092E

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1147.

1088D

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1148.

696C

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1149.

1058E

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1150.

998D

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1151.

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1152.

897D

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1153.

2061F1

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1154.

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1155.

1930D2

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1156.

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1157.

1919D

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1158.

1864E

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1159.

1771D

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1160.

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1538G

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search

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1163.

1516D

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1164.

1511E

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1165.

1483C

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1166.

1466F

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1167.

1464B

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1168.

1450C1

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1169.

1418D

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1170.

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1171.

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1172.

609E

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1173.

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1174.

1364D

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1175.

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1176.

851D

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1177.

486D

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1178.

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1179.

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229D

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1181.

1322B

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1182.

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1183.

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790B

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1186.

1263E

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1254B2

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1188.

1185F

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1189.

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1190.

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1167E

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1192.

1117D

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1193.

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1194.

439E

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1195.

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1196.

1213F

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1197.

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1198.

781C

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1207F

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1202.

1163D

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1151E

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1187E

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1183F

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1207.

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1210.

766E

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1211.

1108F

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1212.

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1098B

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1056E

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1078B

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1220.

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1223.

1909F1

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1226.

1515E

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1227.

1503C

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1228.

1485D

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1231.

1470D

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1232.

1456C

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1233.

1406D

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1373E

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1238.

851E

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1239.

1335F

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1240.

1338C

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1241.

486E

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1242.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[Ari's solution](#)

1243.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2020-03-27 · C++17 (GCC 9-64) (first AC) · Tags: fft, math

[Ari's solution](#)

1244.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Ari's solution](#)

1245.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[Ari's solution](#)

1246.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2200 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[Ari's solution](#)

1247.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Ari's solution](#)

1248.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Ari's solution](#)

1249.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Ari's solution](#)

1250.

806C

[Prairie Partition](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Ari's solution](#)

1251.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Ari's solution](#)

1252.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Ari's solution](#)

1253.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[Ari's solution](#)

1254.

1117E

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

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[Ari's solution](#)

1255.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Ari's solution](#)

1256.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Ari's solution](#)

1257.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs

[Ari's solution](#)

1258.

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[Ari's solution](#)

1259.

634D

[Package Delivery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[Ari's solution](#)

1260.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Ari's solution](#)

1261.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Ari's solution](#)

1262.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[Ari's solution](#)

1263.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[Ari's solution](#)

1264.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[Ari's solution](#)

1265.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · last AC: 2019-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[Ari's solution](#)

1266.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Ari's solution](#)

1267.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Ari's solution](#)

1268.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[Ari's solution](#)

1269.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Ari's solution](#)

1270.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[Ari's solution](#)

1271.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Ari's solution](#)

1272.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[Ari's solution](#)

1273.

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Ari's solution](#)

1274.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2018-12-19 · last AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Ari's solution](#)

1275.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,675 global accepts · Rating: 2200 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Ari's solution](#)

1276.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[Ari's solution](#)

1277.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-12 · last AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[Ari's solution](#)

1278.

1047D

[Little C Loves 3 II](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[Ari's solution](#)

1279.

1040E

[Network Safety](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-09-05 · last AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs

[Ari's solution](#)

1280.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Ari's solution](#)

1281.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Ari's solution](#)

1282.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Ari's solution](#)

1283.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Ari's solution](#)

1284.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Ari's solution](#)

1285.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Ari's solution](#)

1286.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Ari's solution](#)

1287.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Ari's solution](#)

1288.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Ari's solution](#)

1289.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Ari's solution](#)

1290.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[Ari's solution](#)

1291.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Ari's solution](#)

1292.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Ari's solution](#)

1293.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[Ari's solution](#)

1294.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, trees

[Ari's solution](#)

1295.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[Ari's solution](#)

1296.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[Ari's solution](#)

1297.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[Ari's solution](#)

1298.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-27 · last AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[Ari's solution](#)

1299.

1277F

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

Rating: 2300 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, greedy, math

[Ari's solution](#)

1300.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2020-03-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Ari's solution](#)

1301.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[Ari's solution](#)

1302.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[Ari's solution](#)

1303.

78E

[Evacuation](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2300 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths

[Ari's solution](#)

1304.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[Ari's solution](#)

1305.

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Ari's solution](#)

1306.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Ari's solution](#)

1307.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[Ari's solution](#)

1308.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2020-01-28 · last AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[Ari's solution](#)

1309.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Ari's solution](#)

1310.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[Ari's solution](#)

1311.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2300 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[Ari's solution](#)

1312.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Ari's solution](#)

1313.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Ari's solution](#)

1314.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, shortest paths

[Ari's solution](#)

1315.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[Ari's solution](#)

1316.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Ari's solution](#)

1317.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Ari's solution](#)

1318.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Ari's solution](#)

1319.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ari's solution](#)

1320.

1070J

[Streets and Avenues in Berhatten](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ari's solution](#)

1321.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Ari's solution](#)

1322.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Ari's solution](#)

1323.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Ari's solution](#)

1324.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ari's solution](#)

1325.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[Ari's solution](#)

1326.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[Ari's solution](#)

1327.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[Ari's solution](#)

1328.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[Ari's solution](#)

1329.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Ari's solution](#)

1330.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory

[Ari's solution](#)

1331.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[Ari's solution](#)

1332.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Ari's solution](#)

1333.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2019-05-25 · last AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Ari's solution](#)

1334.

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Ari's solution](#)

1335.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[Ari's solution](#)**1336.**

313E

[Ilya and Two Numbers](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2300 · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[Ari's solution](#)**1337.**

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[Ari's solution](#)**1338.**

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[Ari's solution](#)**1339.**

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Ari's solution](#)**1340.**

1086C

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

Rating: 2300 · first AC: 2018-12-23 · last AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Ari's solution](#)**1341.**

1062E

[Company](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 2300 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Ari's solution](#)**1342.**

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[Ari's solution](#)**1343.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Ari's solution](#)**1344.**

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[Ari's solution](#)

1345.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Ari's solution](#)

1346.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Ari's solution](#)

1347.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[Ari's solution](#)

1348.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Ari's solution](#)

1349.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Ari's solution](#)

1350.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Ari's solution](#)

1351.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[Ari's solution](#)

1352.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Ari's solution](#)

1353.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Ari's solution](#)

1354.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Ari's solution](#)

1355.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Ari's solution](#)

1356.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[Ari's solution](#)

1357.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[Ari's solution](#)

1358.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Ari's solution](#)

1359.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Ari's solution](#)

1360.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, probabilities

[Ari's solution](#)

1361.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[Ari's solution](#)

1362.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, probabilities

[Ari's solution](#)

1363.

887D

[Ratings and Reality Shows](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2400 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[Ari's solution](#)

1364.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Ari's solution](#)

1365.

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: flows

[Ari's solution](#)

1366.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[Ari's solution](#)

1367.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Ari's solution](#)

1368.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Ari's solution](#)

1369.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[Ari's solution](#)

1370.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Ari's solution](#)

1371.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[Ari's solution](#)

1372.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Ari's solution](#)

1373.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2020-03-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Ari's solution](#)

1374.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2400 · first AC: 2020-03-13 · last AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Ari's solution](#)

1375.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Ari's solution](#)

1376.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Ari's solution](#)

1377.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[Ari's solution](#)

1378.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[Ari's solution](#)

1379.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[Ari's solution](#)

1380.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Ari's solution](#)

1381.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[Ari's solution](#)

1382.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Ari's solution](#)

1383.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ari's solution](#)

1384.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Ari's solution](#)

1385.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Ari's solution](#)

1386.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ari's solution](#)

1387.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2019-07-04 · last AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Ari's solution](#)

1388.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 2400 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Ari's solution](#)

1389.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[Ari's solution](#)

1390.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[Ari's solution](#)

1391.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2400 · first AC: 2019-08-11 · last AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft, math

[Ari's solution](#)

1392.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[Ari's solution](#)

1393.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, number theory

[Ari's solution](#)

1394.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, two pointers

[Ari's solution](#)

1395.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[Ari's solution](#)

1396.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2019-06-26 · last AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft

[Ari's solution](#)

1397.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Ari's solution](#)

1398.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Ari's solution](#)

1399.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[Ari's solution](#)

1400.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, implementation

[Ari's solution](#)

1401.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2400 · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Ari's solution](#)

1402.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2400 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[Ari's solution](#)

1403.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2019-02-24 · last AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[Ari's solution](#)

1404.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[Ari's solution](#)

1405.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[Ari's solution](#)

1406.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2019-01-14 · last AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Ari's solution](#)

1407.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-12 · last AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Ari's solution](#)

1408.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2019-01-06 · last AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[Ari's solution](#)

1409.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · last AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Ari's solution](#)

1410.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Ari's solution](#)

1411.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, trees

[Ari's solution](#)

1412.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-07 · last AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Ari's solution](#)

1413.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[Ari's solution](#)

1414.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Ari's solution](#)

1415.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ari's solution](#)

1416.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Ari's solution](#)

1417.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Ari's solution](#)

1418.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Ari's solution](#)

1419.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Ari's solution](#)

1420.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Ari's solution](#)

1421.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Ari's solution](#)

1422.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Ari's solution](#)

1423.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Ari's solution](#)

1424.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Ari's solution](#)

1425.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Ari's solution](#)

1426.

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[Ari's solution](#)

1427.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Ari's solution](#)

1428.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[Ari's solution](#)

1429.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2020-03-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[Ari's solution](#)

1430.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2020-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[Ari's solution](#)

1431.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[Ari's solution](#)

1432.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[Ari's solution](#)

1433.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[Ari's solution](#)

1434.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Ari's solution](#)

1435.

912C

[Perun, Ult!](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2500 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Ari's solution](#)

1436.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Ari's solution](#)

1437.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[Ari's solution](#)

1438.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[Ari's solution](#)

1439.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[Ari's solution](#)

1440.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ari's solution](#)

1441.

989D

[A Shade of Moonlight](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2500 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, sortings, two pointers

[Ari's solution](#)

1442.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[Ari's solution](#)

1443.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ari's solution](#)

1444.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Ari's solution](#)

1445.

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Ari's solution](#)

1446.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[Ari's solution](#)

1447.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-05 · last AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[Ari's solution](#)

1448.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math, sortings

[Ari's solution](#)

1449.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[Ari's solution](#)

1450.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[Ari's solution](#)

1451.

729F

[Financiers Game](#) · [Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ari's solution](#)

1452.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ari's solution](#)

1453.

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Ari's solution](#)

1454.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Ari's solution](#)

1455.

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2019-09-30 · last AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ari's solution](#)

1456.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2019-09-07 · last AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[Ari's solution](#)

1457.

434C

[Tachibana Kanade's Tofu](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-08-27 · last AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ari's solution](#)

1458.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Ari's solution](#)

1459.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · last AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ari's solution](#)

1460.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Ari's solution](#)

1461.

401E

[Olympic Games](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: *broken, math

[Ari's solution](#)

1462.

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1463.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Ari's solution](#)

1464.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[Ari's solution](#)

1465.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Ari's solution](#)

1466.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2019-01-14 · last AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Ari's solution](#)

1467.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Ari's solution](#)

1468.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Ari's solution](#)

1469.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Ari's solution](#)

1470.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Ari's solution](#)

1471.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Ari's solution](#)

1472.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Ari's solution](#)

1473.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Ari's solution](#)

1474.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Ari's solution](#)

1475.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Ari's solution](#)

1476.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-03-07 · last AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[Ari's solution](#)

1477.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, interactive, number theory

[Ari's solution](#)

1478.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Ari's solution](#)

1479.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[Ari's solution](#)

1480.

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Ari's solution](#)

1481.

1398G

[Running Competition](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · last AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, fft, math, number theory

[Ari's solution](#)

1482.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-25 · last AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy

[Ari's solution](#)

1483.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, interactive, math

[Ari's solution](#)

1484.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Ari's solution](#)

1485.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2020-03-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Ari's solution](#)

1486.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-

middle

[Ari's solution](#)

1487.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Ari's solution](#)

1488.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Ari's solution](#)

1489.

274C

[The Last Hole!](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[Ari's solution](#)

1490.

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Ari's solution](#)

1491.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[Ari's solution](#)

1492.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Ari's solution](#)

1493.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2020-01-15 · last AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Ari's solution](#)

1494.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Ari's solution](#)

1495.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ari's solution](#)

1496.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-01-02 · last AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Ari's solution](#)

1497.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ari's solution](#)

1498.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Ari's solution](#)

1499.

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Ari's solution](#)

1500.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Ari's solution](#)

1501.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ari's solution](#)

1502.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Ari's solution](#)

1503.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, trees

[Ari's solution](#)

1504.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Ari's solution](#)

1505.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Ari's solution](#)

1506.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[Ari's solution](#)

1507.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ari's solution](#)

1508.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ari's solution](#)

1509.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[Ari's solution](#)

1510.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Ari's solution](#)

1511.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Ari's solution](#)

1512.

1068F

[Knights](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Ari's solution](#)

1513.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[Ari's solution](#)

1514.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Ari's solution](#)

1515.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2021-05-01 · last AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, strings

[Ari's solution](#)

1516.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[Ari's solution](#)

1517.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[Ari's solution](#)

1518.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[Ari's solution](#)

1519.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[Ari's solution](#)

1520.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-19 · last AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[Ari's solution](#)

1521.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Ari's solution](#)

1522.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Ari's solution](#)

1523.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, sortings

[Ari's solution](#)

1524.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[Ari's solution](#)

1525.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games

[Ari's solution](#)

1526.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Ari's solution](#)

1527.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[Ari's solution](#)

1528.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[Ari's solution](#)

1529.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Ari's solution](#)

1530.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2020-03-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Ari's solution](#)

1531.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[Ari's solution](#)

1532.

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Ari's solution](#)

1533.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Ari's solution](#)

1534.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[Ari's solution](#)

1535.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Ari's solution](#)

1536.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2019-11-20 · last AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[Ari's solution](#)

1537.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, matrices

[Ari's solution](#)

1538.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2019-10-24 · last AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Ari's solution](#)

1539.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[Ari's solution](#)

1540.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs

[Ari's solution](#)

1541.

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Ari's solution](#)

1542.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[Ari's solution](#)

1543.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Ari's solution](#)

1544.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Ari's solution](#)

1545.

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Ari's solution](#)

1546.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Ari's solution](#)

1547.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Ari's solution](#)

1548.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · last AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Ari's solution](#)

1549.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Ari's solution](#)

1550.

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Ari's solution](#)

1551.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2020-09-19 · last AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[Ari's solution](#)

1552.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[Ari's solution](#)

1553.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[Ari's solution](#)

1554.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 2800 · first AC: 2020-03-23 · last AC: 2020-03-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, string suffix structures

[Ari's solution](#)

1555.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Ari's solution](#)

1556.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2019-10-24 · last AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[Ari's solution](#)

1557.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, fft, math

[Ari's solution](#)

1558.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Ari's solution](#)

1559.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Ari's solution](#)

1560.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-06 · last AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Ari's solution](#)

1561.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[Ari's solution](#)

1562.

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Ari's solution](#)

1563.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[Ari's solution](#)

1564.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[Ari's solution](#)

1565.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-08 · last AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Ari's solution](#)

1566.

449E

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

Quality: 305 global accepts · Rating: 2900 · first AC: 2020-03-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Ari's solution](#)

1567.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Ari's solution](#)

1568.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, sortings

[Ari's solution](#)

1569.

372E

[Drawing Circles is Fun](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry

[Ari's solution](#)

1570.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory, two pointers

[Ari's solution](#)

1571.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[Ari's solution](#)

1572.

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Ari's solution](#)

1573.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2019-07-03 · last AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[Ari's solution](#)

1574.

1161E

[Rainbow Coins](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[Ari's solution](#)

1575.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Ari's solution](#)

1576.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[Ari's solution](#)

1577.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy

[Ari's solution](#)

1578.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2019-12-01 · last AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, math

[Ari's solution](#)

1579.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Ari's solution](#)

1580.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2019-08-19 · last AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[Ari's solution](#)

1581.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ari's solution](#)

1582.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2019-06-28 · last AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[Ari's solution](#)

1583.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2019-02-08 · last AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, trees

[Ari's solution](#)

1584.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Ari's solution](#)

1585.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees

[Ari's solution](#)

1586.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[Ari's solution](#)

1587.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: matrices

[Ari's solution](#)

1588.

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[Ari's solution](#)

1589.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs
[Ari's solution](#)

1590.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, greedy, implementation
[Ari's solution](#)

1591.

1381E

[Origami](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, sortings
[Ari's solution](#)

1592.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, shortest paths
[Ari's solution](#)

1593.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Ari's solution](#)

1594.

2039H1

[Cool Swap Walk \(Easy Version\)](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings
[Ari's solution](#)

1595.

1508F

[Optimal Encoding](#) · [Tutorial](#)

Quality: 151 global accepts · Rating: 3500 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[Ari's solution](#)

1596.

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, trees
[Ari's solution](#)

1597.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: dp
[Ari's solution](#)

1598.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: graphs
[Ari's solution](#)

1599.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2019-12-01 · last AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Ari's solution](#)

1600.

106416D

[Dropshipping](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ari's solution](#)

1601.

105627K

[Monsters' Warehouse](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ari's solution](#)

1602.

105627L

[Rolling-Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ari's solution](#)

1603.

105627G

[Jackson's House](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ari's solution](#)

1604.

105627F

[Micromaster's Certificates](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ari's solution](#)

1605.

105627J

[Cafebazaar's Applications](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ari's solution](#)

1606.

105627M

[Colorful Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ari's solution](#)

1607.

105627I

[Pistons](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ari's solution](#)

1608.

105627H

[Star Wars](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ari's solution](#)

1609.

105627B

[Hezardastan's Annual Report](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ari's solution](#)

1610.

105627A

[Micromasters](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ari's solution](#)

1611.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ari's solution](#)

1612.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ari's solution](#)

1613.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ari's solution](#)

1614.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · last AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ari's solution](#)

1615.

105408J

[Just Deer Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ari's solution](#)

1616.

105408G

[GCDland Mystical Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ari's solution](#)

1617.

105408I

[Impossible Octagon Filling](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ari's solution](#)

1618.

105408H

[Hidden Treasure of Arrayland](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ari's solution](#)

1619.

105408E

[Expected Closest Friend](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ari's solution](#)

1620.

101636C

[A=CC0C„3D4@C FC„>CÔ=D´9 DD0C”;](#)

Rating: — · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ari's solution](#)

1621.

103091J

[Valid Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ari's solution](#)

1622.

104393J

[Jane's Party Salad](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ari's solution](#)

1623.

104393I

[Improving the Neighborhood](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ari's solution](#)

1624.

104393H

[Harvesting Apples](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ari's solution](#)

1625.

104393G

[Getting the Real Weight](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ari's solution](#)

1626.

104393F

[Funny Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ari's solution](#)

1627.

104393D

[Destroying Asteriods](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ari's solution](#)

1628.

104393C

[Counting Risk Factors](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ari's solution](#)

1629.

104393A

[Acrobatic Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ari's solution](#)

1630.

104393E

[Elisa's Melodies](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ari's solution](#)

1631.

104375F

[Finding the Best Guess](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ari's solution](#)

1632.

104375D

[Dynamic Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ari's solution](#)

1633.

104375H

[Hell or paradise?](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ari's solution](#)

1634.

104375K

[Kingdom Power C.](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ari's solution](#)

1635.

104375J

[Jumping Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ari's solution](#)

1636.

104375G

[Growing game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ari's solution](#)

1637.

104375E

[Employees Bonus](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ari's solution](#)

1638.

104375C

[Counting Stars](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ari's solution](#)

1639.

104375B

[Bucket storing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ari's solution](#)

1640.

104375A

[Aliases](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ari's solution](#)

1641.

103708L

[The last problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1642.

103708K

[Kilo Waste](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1643.

103708J

[Jeffrey's ambition](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1644.

103708I

[Isabel's Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1645.

103708H

[Hog Fencing](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1646.

103708G

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

Rating: — · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1647.

103708F

[Frognald the frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1648.

103708E

[Erudite of words](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1649.

103708D

[Different Pass a Ports](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1650.

103708C

[Candies median](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1651.

103708B

[Building 5G antennas](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1652.

103708A

[Anya's gifts](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1653.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics, dp, math

[Ari's solution](#)

1654.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, math

[Ari's solution](#)

1655.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, divide and conquer, implementation, math

[Ari's solution](#)

1656.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, expression parsing, trees

[Ari's solution](#)

1657.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1658.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1659.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1660.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1661.

103202F

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

Rating: — · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1662.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1663.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1664.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1665.

103185G

[Game of Slots](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1666.

103081M

[Fantasmagorie](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1667.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1668.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1669.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1670.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1671.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1672.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1673.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1674.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1675.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · PyPy 3 (first AC) · Tags: —

[Ari's solution](#)

1676.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1677.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1678.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1679.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1680.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1681.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1682.

103049C

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

Rating: — · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1683.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1684.

101889D

[Daunting device](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-11 · last AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1685.

102638D

[Distributed Computing](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1686.

102638C

[Anime](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1687.

102638B

[WA6](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ari's solution](#)

1688.

102638A

[Listen To Your Heart](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · PHP (first AC) · Tags: —

[Ari's solution](#)

1689.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[Ari's solution](#)

1690.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, geometry, implementation

[Ari's solution](#)

1691.

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, strings

[Ari's solution](#)

1692.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[Ari's solution](#)

1693.

1331G

[Lingua Romana](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Ari's solution](#)

1694.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Ari's solution](#)

1695.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special

[Ari's solution](#)

1696.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1697.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1698.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1699.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1700.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1701.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1702.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1703.

102503C

[Partial Reduplication](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1704.

102503B

[Bogart Gets Disqualified](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1705.

102503A

[Vincent Adultman](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1706.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1707.

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1708.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1709.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1710.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1711.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1712.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1713.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1714.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1715.

101612C

[Consonant Fencity](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1716.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · last AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1717.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1718.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1719.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1720.

101612F

[Fygon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1721.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1722.

102448J

[Jingle Bells](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1723.

102448K

[Kongey Donk](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1724.

102448I

[Ivan and the swimming pool](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1725.

102448H

[Hellcife is on fire](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1726.

102448G

[Gorgeous Peter's Great Friend](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1727.

102448F

[Finally, christmas!](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1728.

102448E

[Everybody loves acai](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1729.

102448D

[Drinking to turn red](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1730.

102448B

[Beza's Hangover](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1731.

102448A

[Accept or Reject](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1732.

102007I

[In Case of an Invasion, Please...](#) · [Tutorial](#)

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

[Ari's solution](#)

1733.

102007B

[Birthday Boy](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1734.

102007G

[Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-09 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1735.

102007J

[Janitor Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-09 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1736.

102007F

[Financial Planning](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-09 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1737.

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-09 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1738.

102007C

[Cardboard Container](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-09 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1739.

396E

[On Iteration of One Well-Known Function](#) · [Tutorial](#)

Quality: 167 global accepts · Rating: — · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[Ari's solution](#)

1740.

396B

[On Sum of Fractions](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: — · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ari's solution](#)

1741.

396A

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: — · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Ari's solution](#)

1742.

102346I

[Interplanetary](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1743.

102346F

[Forests in Danger](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1744.

102346J

[Jar of Water Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1745.

102346K

[Keep Calm and Sell Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1746.

102346M

[Maratona Brasileira de Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1747.

102346L

[Less Coin Tosses](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1748.

102346H

[Hour for a Run](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1749.

102346G

[Getting Confidence](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1750.

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1751.

102346B

[Buffoon](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1752.

102346A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1753.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle

[Ari's solution](#)

1754.

101908K

[Kepler](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1755.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1756.

101908J

[Joining Capitals](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1757.

102218H

[Heartbreaker Radio Station](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1758.

102218G

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

Rating: — · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1759.

102218J

[Just an easy task](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1760.

102218K

[K-th Missing Digit](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1761.

102218E

[Environmental Contingency](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1762.

102218D

[Dynamic Network](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1763.

102218A

[Alan's Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1764.

101856E

[Evaluations](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1765.

101856J

[Jacked Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1766.

101856H

[Half Nice Years](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1767.

101856F

[Forgot the Flag!](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1768.

101856G

[Glorious Stadium](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1769.

101856K

[Katryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1770.

101856L

[Lazy ERCD](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1771.

101856D

[Dream Team](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1772.

101840D

[Dream Team](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1773.

101908A

[Slackline Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1774.

101889A

[Arranging tiles](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1775.

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1776.

101889M

[Marblecoin](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1777.

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1778.

101473H

[Buses](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1779.

101473J

[Trucks](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1780.

101473I

[Patches](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1781.

101473E

[Dangerous Dive](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1782.

101473F

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1783.

101473A

[Zero or One](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1784.

101840I

[Important matches](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-06 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1785.

101840H

[Half Nice Years](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-06 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1786.

101840F

[Forgot the Flag!](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-05 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1787.

101840G

[Glorious Stadium](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-05 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1788.

101840K

[Katryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-05 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1789.

101840L

[Lazy ERCD](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-05 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1790.

101243I

[Land Division](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · last AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1791.

101243E

[Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1792.

101243B

[Hanoi tower](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-01 · Python 3 (first AC) · Tags: —

[Ari's solution](#)

1793.

101243F

[Vitamins](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1794.

101243C

[Desktop](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1795.

101243J

[Architect of Your Own Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1796.

101243D

[Weather Station](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1797.

101243H

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-31 · Python 3 (first AC) · Tags: —

[Ari's solution](#)

1798.

101243A

[Fried Fish](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1799.

101243G

[Sphenic numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1800.

101908G

[Gasoline](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1801.

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1802.

101908C

[Pizza Cutter](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1803.

101908F

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1804.

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1805.

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-28 · last AC: 2019-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1806.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1807.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1808.

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-23 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1809.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1810.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1811.

101845L

[L-shapes](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1812.

101845B

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1813.

101845A

[Apple Trees](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1814.

101845G

[Generating Texts](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1815.

101845M

[Marbles Lucky Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1816.

101845E

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

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1817.

101845K

[Keep Your Style](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1818.

101845F

[UN Finals](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1819.

101845D

[Divorce](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1820.

101845I

[Intense Bit Wheel](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1821.

101845H

[Happy Birthday UN](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1822.

101845C

[Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1823.

102058F

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1824.

102058M

[Coke Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1825.

102058L

[Repetitive Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1826.

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1827.

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1828.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1829.

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1830.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1831.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-15 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1832.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1833.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-15 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1834.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1835.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1836.

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1837.

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1838.

101485A

[Assigning Workstations](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-08 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1839.

101485C

[Cleaning Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1840.

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-08 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1841.

101485J

[Jumbled Communication](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1842.

101485K

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

Rating: — · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1843.

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1844.

101873F

[Plug It In](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-04 · last AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1845.

101606G

[Gentlebots](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1846.

101606K

[Knightsbridge Rises](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1847.

101606B

[Breaking Biscuits](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1848.

101606L

[Lizard Lounge](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1849.

101606E

[Education](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1850.

101606D

[Deranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1851.

101606F

[Flipping Coins](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1852.

101606A

[Alien Sunset](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1853.

101606C

[Cued In](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1854.

101606J

[Just A Minim](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1855.

101606I

[I Work All Day](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1856.

101954J

[Escalators](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ari's solution](#)

1857.

101954C

[Rullete](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1858.

101375A

[MaratonIME stacks popcorn buckets](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1859.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1860.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1861.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1862.

101954G

[Horsemeet](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1863.

101954B

[Security Guards](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1864.

101954H

[Split Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1865.

101954F

[Lighting](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1866.

101954A

[Die](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1867.

101917H

[Diego and drinks](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1868.

101917C

[Basic Encryption](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1869.

101917F

[Minimum Played Times](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1870.

101917A

[Giga-Kilo-Gigabyte](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1871.

101917G

[A+B+C](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1872.

101962M

[Sorting Machine](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1873.

101962C

[Renan and Cirque du Soleil](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-31 · Java 8 (first AC) · Tags: —

[Ari's solution](#)

1874.

101962I

[Colonial Mansions](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1875.

101962G

[Barra Lighthouse](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1876.

101962K

[Rei do Cangaço](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1877.

101962E

[Hat-Xor](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1878.

101962H

[All-In](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1879.

101962B

[Color Changing Sofa](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · GNU C++11 (first AC) · Tags: —

[Ari's solution](#)

1880.

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1881.

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1882.

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1883.

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1884.

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1885.

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1886.

101889K

[Keep it covered](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1887.

101873C

[Joyride](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ari's solution](#)

1888.

101873E

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