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Unique solved — Artem Sukharev

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

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Filters: none

Count: 2,355

1.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,439 global accepts · Rating: 800 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Artem Sukharev's solution](#)

2.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,153 global accepts · Rating: 800 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

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3.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,305 global accepts · Rating: 800 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: strings

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4.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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5.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,260 global accepts · Rating: 800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: math

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6.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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7.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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8.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,373 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

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9.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,444 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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10.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Artem_Sukharev's solution](#)

11.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

12.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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13.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,383 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

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14.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,548 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Artem_Sukharev's solution](#)

15.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,217 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

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16.

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,918 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Artem_Sukharev's solution](#)

17.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Artem_Sukharev's solution](#)

18.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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19.

1845A

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

Quality: 47,385 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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20.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: games, math

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21.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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22.

1833A

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Quality: 35,085 global accepts · Rating: 800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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23.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

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24.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Artem_Sukharev's solution](#)

25.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,336 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

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26.

1807B

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Quality: 49,358 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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27.

1807A

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28.

1799A

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29.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Artem_Sukharev's solution](#)

30.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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31.

1788A

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Quality: 53,038 global accepts · Rating: 800 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

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32.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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33.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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34.

1790A

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

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings

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35.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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36.

1781A

[Parallel Projection](#) · [Tutorial](#)

Quality: 16,091 global accepts · Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Artem_Sukharev's solution](#)

37.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

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38.

1731A

[Joey Takes Money](#) · [Tutorial](#)

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[Artem_Sukharev's solution](#)

39.

1772B

[Matrix Rotation](#) · [Tutorial](#)

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40.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,437 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

41.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Artem_Sukharev's solution](#)

42.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Artem_Sukharev's solution](#)

43.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

44.

1762A

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Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Artem_Sukharev's solution](#)

45.

1769A

[B47C00D0 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, math

[Artem_Sukharev's solution](#)

46.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Artem_Sukharev's solution](#)

47.

1758A

[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings

[Artem_Sukharev's solution](#)

48.

1748A

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

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

49.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings

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50.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[Artem_Sukharev's solution](#)

51.

1744B

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

Quality: 24,899 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Artem_Sukharev's solution](#)

52.

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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53.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two

pointers

[Artem_Sukharev's solution](#)

54.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Artem_Sukharev's solution](#)

55.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Artem_Sukharev's solution](#)

56.

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,804 global accepts · Rating: 800 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Artem_Sukharev's solution](#)

57.

1742B

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Quality: 61,106 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Artem_Sukharev's solution](#)

58.

1742A

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Quality: 104,335 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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59.

1736A

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60.

1735A

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61.

1738A

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62.

1739A

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Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

63.

1730A

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Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

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64.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

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65.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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66.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

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67.

1729A

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Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: math

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68.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Artem_Sukharev's solution](#)

69.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

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70.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: math

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71.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Artem_Sukharev's solution](#)

72.

1722C

[Word Game](#) · [Tutorial](#)

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73.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,467 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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74.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,649 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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75.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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76.

785A

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

Quality: 110,977 global accepts · Rating: 800 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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77.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 800 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

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78.

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, sortings

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79.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,106 global accepts · Rating: 800 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Artem_Sukharev's solution](#)

80.

758A

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Quality: 75,316 global accepts · Rating: 800 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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81.

755A

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

Quality: 19,787 global accepts · Rating: 800 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, number theory

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82.

748A

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Quality: 9,347 global accepts · Rating: 800 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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83.

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,216 global accepts · Rating: 800 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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84.

723A

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

Quality: 100,733 global accepts · Rating: 800 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, sortings

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85.

1715A

[Crossmarket](#) · [Tutorial](#)

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86.

712A

[Memory and Crow](#) · [Tutorial](#)

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87.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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88.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,795 global accepts · Rating: 800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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89.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,126 global accepts · Rating: 800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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90.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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91.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

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92.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,597 global accepts · Rating: 800 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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93.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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94.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

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95.

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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96.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,807 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

97.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,866 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

98.

678A

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

Quality: 15,170 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Artem_Sukharev's solution](#)

99.

676A

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

Quality: 14,703 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Artem_Sukharev's solution](#)

100.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

101.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,679 global accepts · Rating: 800 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

102.

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

103.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 800 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Artem_Sukharev's solution](#)

104.

658A

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

Quality: 7,697 global accepts · Rating: 800 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

105.

629A

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

Quality: 14,848 global accepts · Rating: 800 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[Artem_Sukharev's solution](#)

106.

620A

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

Quality: 14,348 global accepts · Rating: 800 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Artem_Sukharev's solution](#)

107.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,807 global accepts · Rating: 800 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

108.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,431 global accepts · Rating: 800 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[Artem_Sukharev's solution](#)

109.

581A

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

Quality: 84,971 global accepts · Rating: 800 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Artem_Sukharev's solution](#)

110.

551A

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

Quality: 17,860 global accepts · Rating: 800 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings
[Artem_Sukharev's solution](#)

111.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,257 global accepts · Rating: 800 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Artem_Sukharev's solution](#)

112.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,555 global accepts · Rating: 800 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Artem_Sukharev's solution](#)

113.

1713A

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

Quality: 22,823 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation
[Artem_Sukharev's solution](#)

114.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Artem_Sukharev's solution](#)

115.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,951 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Artem_Sukharev's solution](#)

116.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,573 global accepts · Rating: 800 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Artem_Sukharev's solution](#)

117.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,032 global accepts · Rating: 800 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[Artem_Sukharev's solution](#)

118.

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 800 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Artem_Sukharev's solution](#)

119.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

120.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Artem_Sukharev's solution](#)

121.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,847 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Artem_Sukharev's solution](#)

122.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,284 global accepts · Rating: 800 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

123.

443A

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

Quality: 112,086 global accepts · Rating: 800 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Artem_Sukharev's solution](#)

124.

440A

[Forgotten Episode](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 800 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

125.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Artem_Sukharev's solution](#)

126.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,783 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Artem_Sukharev's solution](#)

127.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Artem_Sukharev's solution](#)

128.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,513 global accepts · Rating: 800 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Artem_Sukharev's solution](#)

129.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,959 global accepts · Rating: 800 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

130.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,249 global accepts · Rating: 800 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

131.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 800 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

132.

421A

[Pasha and Hamsters](#) · [Tutorial](#)

Quality: 6,885 global accepts · Rating: 800 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Artem_Sukharev's solution](#)

133.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Artem_Sukharev's solution](#)

134.

386A

[Second-Price Auction](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 800 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

135.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,219 global accepts · Rating: 800 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

136.

378A

[Playing with Dice](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 800 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Artem_Sukharev's solution](#)

137.

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

138.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,821 global accepts · Rating: 800 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Artem_Sukharev's solution](#)

139.

306A

[Candies](#) · [Tutorial](#)

Quality: 8,175 global accepts · Rating: 800 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

140.

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

141.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, sortings

[Artem_Sukharev's solution](#)

142.

294A

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

Quality: 28,398 global accepts · Rating: 800 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Artem_Sukharev's solution](#)

143.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

144.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Artem_Sukharev's solution](#)

145.

268A

[Games](#) · [Tutorial](#)

Quality: 104,230 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Artem_Sukharev's solution](#)

146.

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,678 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

147.

262A

[Roma and Lucky Numbers](#) · [Tutorial](#)

Quality: 22,458 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

148.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,202 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

149.

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

150.

245A

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

Quality: 9,133 global accepts · Rating: 800 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

151.

233A

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

Quality: 49,155 global accepts · Rating: 800 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Artem_Sukharev's solution](#)

152.

214A

[System of Equations](#) · [Tutorial](#)

Quality: 42,925 global accepts · Rating: 800 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Artem_Sukharev's solution](#)

153.

177A2

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 8,566 global accepts · Rating: 800 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

154.

177A1

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 11,502 global accepts · Rating: 800 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

155.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, implementation

[Artem_Sukharev's solution](#)

156.

169A

[Chores](#) · [Tutorial](#)

Quality: 8,184 global accepts · Rating: 800 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Artem_Sukharev's solution](#)

157.

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Artem_Sukharev's solution](#)

158.

155A

[I love %username%](#) · [Tutorial](#)

Quality: 93,679 global accepts · Rating: 800 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Artem_Sukharev's solution](#)

159.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,799 global accepts · Rating: 800 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Artem_Sukharev's solution](#)

160.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 800 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

161.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Artem_Sukharev's solution](#)

162.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,437 global accepts · Rating: 800 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

163.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,419 global accepts · Rating: 800 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Artem_Sukharev's solution](#)

164.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,583 global accepts · Rating: 800 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

165.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[Artem_Sukharev's solution](#)

166.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,033 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Artem_Sukharev's solution](#)

167.

99A

[Help Far Away Kingdom](#) · [Tutorial](#)

Quality: 7,726 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Artem_Sukharev's solution](#)

168.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,269 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

169.

47A

[Triangular numbers](#) · [Tutorial](#)

Quality: 18,176 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Artem_Sukharev's solution](#)

170.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 800 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Artem_Sukharev's solution](#)

171.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,691 global accepts · Rating: 800 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

172.

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Artem_Sukharev's solution](#)

173.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,423 global accepts · Rating: 800 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Artem_Sukharev's solution](#)

174.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Artem_Sukharev's solution](#)

175.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,771 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation

[Artem_Sukharev's solution](#)

176.

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,323 global accepts · Rating: 800 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Artem_Sukharev's solution](#)

177.

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 800 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

178.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,532 global accepts · Rating: 800 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Artem_Sukharev's solution](#)

179.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Artem_Sukharev's solution](#)

180.

22A

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

Quality: 27,089 global accepts · Rating: 800 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Artem_Sukharev's solution](#)

181.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,255 global accepts · Rating: 800 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

182.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,843 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Artem_Sukharev's solution](#)

183.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,190 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Artem_Sukharev's solution](#)

184.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,267 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Artem_Sukharev's solution](#)

185.

802G1

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

Quality: 8,148 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Artem_Sukharev's solution](#)

186.

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Artem_Sukharev's solution](#)

187.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

188.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 800 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

189.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,430 global accepts · Rating: 800 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

190.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,690 global accepts · Rating: 800 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[Artem_Sukharev's solution](#)

191.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Artem_Sukharev's solution](#)

192.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,765 global accepts · Rating: 800 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

193.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,163 global accepts · Rating: 800 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

194.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,307 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Artem_Sukharev's solution](#)

195.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,180 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Artem_Sukharev's solution](#)

196.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,849 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

implementation, math

[Artem_Sukharev's solution](#)

197.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,935 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Artem_Sukharev's solution](#)

198.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Artem_Sukharev's solution](#)

199.

735A

[Ostap and Grasshopper](#) · [Tutorial](#)

Quality: 13,141 global accepts · Rating: 800 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Artem_Sukharev's solution](#)

200.

760A

[Petr and a calendar](#) · [Tutorial](#)

Quality: 8,645 global accepts · Rating: 800 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Artem_Sukharev's solution](#)

201.

818A

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

Quality: 7,788 global accepts · Rating: 800 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Artem_Sukharev's solution](#)

202.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Artem_Sukharev's solution](#)

203.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

204.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Artem_Sukharev's solution](#)

205.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

206.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Artem_Sukharev's solution](#)

207.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

208.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,777 global accepts · Rating: 800 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Artem_Sukharev's solution](#)

209.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Artem_Sukharev's solution](#)

210.

746A

[Compute](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Artem_Sukharev's solution](#)

211.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Artem_Sukharev's solution](#)

212.

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Artem_Sukharev's solution](#)

213.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Artem_Sukharev's solution](#)

214.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Artem_Sukharev's solution](#)

215.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Artem_Sukharev's solution](#)

216.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,881 global accepts · Rating: 800 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Artem_Sukharev's solution](#)

217.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Artem_Sukharev's solution](#)

218.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games

[Artem_Sukharev's solution](#)

219.

1692C

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

Quality: 38,919 global accepts · Rating: 800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

220.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,440 global accepts · Rating: 800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Artem_Sukharev's solution](#)

221.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,766 global accepts · Rating: 800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

222.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[Artem_Sukharev's solution](#)

223.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Artem_Sukharev's solution](#)

224.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Artem_Sukharev's solution](#)

225.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Artem_Sukharev's solution](#)

226.

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Artem_Sukharev's solution](#)

227.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,344 global accepts · Rating: 800 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Artem_Sukharev's solution](#)

228.

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Artem_Sukharev's solution](#)

229.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,810 global accepts · Rating: 800 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Artem_Sukharev's solution](#)

230.

780A

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

Quality: 22,787 global accepts · Rating: 800 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

231.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Artem_Sukharev's solution](#)

232.

1674A

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

Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Artem_Sukharev's solution](#)

233.

1673A

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

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[Artem_Sukharev's solution](#)

234.

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Artem_Sukharev's solution](#)

235.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Artem_Sukharev's solution](#)

236.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, math

[Artem_Sukharev's solution](#)

237.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

238.

1669C

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

Quality: 41,485 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Artem_Sukharev's solution](#)

239.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,553 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Artem_Sukharev's solution](#)

240.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,567 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

241.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,091 global accepts · Rating: 800 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

242.

851A

[Arpa and a research in Mexican wave](#) · [Tutorial](#)

Quality: 10,311 global accepts · Rating: 800 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Artem_Sukharev's solution](#)

243.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,535 global accepts · Rating: 800 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Artem_Sukharev's solution](#)

244.

859A

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

Quality: 8,619 global accepts · Rating: 800 · first AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Artem_Sukharev's solution](#)

245.

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,637 global accepts · Rating: 800 · first AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

246.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,595 global accepts · Rating: 800 · first AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

247.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2022-04-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

248.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2022-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Artem_Sukharev's solution](#)

249.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,384 global accepts · Rating: 800 · first AC: 2022-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Artem_Sukharev's solution](#)

250.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,095 global accepts · Rating: 800 · first AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

251.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,581 global accepts · Rating: 800 · first AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Artem_Sukharev's solution](#)

252.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,955 global accepts · Rating: 800 · first AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[Artem_Sukharev's solution](#)

253.

908A

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

Quality: 15,842 global accepts · Rating: 800 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Artem_Sukharev's solution](#)

254.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,997 global accepts · Rating: 800 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[Artem_Sukharev's solution](#)

255.

899A

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

Quality: 11,098 global accepts · Rating: 800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Artem_Sukharev's solution](#)

256.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

257.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,243 global accepts · Rating: 800 · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Artem_Sukharev's solution](#)

258.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Artem_Sukharev's solution](#)

259.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Artem_Sukharev's solution](#)

260.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Artem_Sukharev's solution](#)

261.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Artem_Sukharev's solution](#)

262.

935A

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

Quality: 47,238 global accepts · Rating: 800 · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Artem_Sukharev's solution](#)

263.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

264.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Artem_Sukharev's solution](#)

265.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,710 global accepts · Rating: 800 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Artem_Sukharev's solution](#)

266.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,160 global accepts · Rating: 800 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Artem_Sukharev's solution](#)

267.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Artem_Sukharev's solution](#)

268.

952A

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

Quality: 11,977 global accepts · Rating: 800 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, math

[Artem_Sukharev's solution](#)

269.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 800 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

270.

959A

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

Quality: 55,676 global accepts · Rating: 800 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Artem_Sukharev's solution](#)

271.

964A

[Splits](#) · [Tutorial](#)

Quality: 10,310 global accepts · Rating: 800 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

272.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

273.

976A

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

Quality: 10,975 global accepts · Rating: 800 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

274.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,740 global accepts · Rating: 800 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

275.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Artem_Sukharev's solution](#)

276.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

277.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Artem_Sukharev's solution](#)

278.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Artem_Sukharev's solution](#)

279.

987A

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

Quality: 17,504 global accepts · Rating: 800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

280.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Artem_Sukharev's solution](#)

281.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,317 global accepts · Rating: 800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Artem_Sukharev's solution](#)

282.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,214 global accepts · Rating: 800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

283.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,390 global accepts · Rating: 800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Artem_Sukharev's solution](#)

284.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,546 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Artem_Sukharev's solution](#)

285.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,908 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Artem_Sukharev's solution](#)

286.

999A

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

Quality: 25,329 global accepts · Rating: 800 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Artem_Sukharev's solution](#)

287.

1003A

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

Quality: 29,986 global accepts · Rating: 800 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

288.

1006A

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

Quality: 22,874 global accepts · Rating: 800 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

289.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Artem_Sukharev's solution](#)

290.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Artem_Sukharev's solution](#)

291.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,901 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Artem_Sukharev's solution](#)

292.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

293.

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

294.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Artem_Sukharev's solution](#)

295.

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

296.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

297.

1031A

[Golden Plate](#) · [Tutorial](#)

Quality: 13,396 global accepts · Rating: 800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Artem_Sukharev's solution](#)

298.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Artem_Sukharev's solution](#)

299.

1654A

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

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Artem_Sukharev's solution](#)

300.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Artem_Sukharev's solution](#)

301.

1047A

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

Quality: 21,286 global accepts · Rating: 800 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

302.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Artem_Sukharev's solution](#)

303.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

304.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

305.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 800 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Artem_Sukharev's solution](#)

306.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 800 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[Artem_Sukharev's solution](#)

307.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Artem_Sukharev's solution](#)

308.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,481 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Artem_Sukharev's solution](#)

309.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,664 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Artem_Sukharev's solution](#)

310.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,311 global accepts · Rating: 800 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Artem_Sukharev's solution](#)

311.

1649A

[Game](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 800 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Artem_Sukharev's solution](#)

312.

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 800 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Artem_Sukharev's solution](#)

313.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,253 global accepts · Rating: 800 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: math
[Artem_Sukharev's solution](#)

314.

1080A

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

Quality: 19,176 global accepts · Rating: 800 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: math
[Artem_Sukharev's solution](#)

315.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Artem_Sukharev's solution](#)

316.

1085A

[Right-Left Cipher](#) · [Tutorial](#)

Quality: 12,697 global accepts · Rating: 800 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Artem_Sukharev's solution](#)

317.

1088A

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

Quality: 17,636 global accepts · Rating: 800 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[Artem_Sukharev's solution](#)

318.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[Artem_Sukharev's solution](#)

319.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Artem_Sukharev's solution](#)

320.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[Artem_Sukharev's solution](#)

321.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: math
[Artem_Sukharev's solution](#)

322.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,494 global accepts · Rating: 800 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Artem_Sukharev's solution](#)

323.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,634 global accepts · Rating: 800 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Artem_Sukharev's solution](#)

324.

1097A

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

Quality: 43,813 global accepts · Rating: 800 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Artem_Sukharev's solution](#)

325.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Artem_Sukharev's solution](#)

326.

1646B

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

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers
[Artem_Sukharev's solution](#)

327.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: math
[Artem_Sukharev's solution](#)

328.

1102A

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

Quality: 26,617 global accepts · Rating: 800 · first AC: 2022-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

329.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2022-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Artem_Sukharev's solution](#)

330.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2022-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

331.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,354 global accepts · Rating: 800 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

332.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Artem_Sukharev's solution](#)

333.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

334.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

335.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

336.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

337.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Artem_Sukharev's solution](#)

338.

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

339.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,028 global accepts · Rating: 800 · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Artem_Sukharev's solution](#)

340.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,649 global accepts · Rating: 800 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Artem_Sukharev's solution](#)

341.

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Artem_Sukharev's solution](#)

342.

1150A

[Stock Arbitraging](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 800 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Artem_Sukharev's solution](#)

343.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[Artem_Sukharev's solution](#)

344.

1154A

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

Quality: 87,078 global accepts · Rating: 800 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: math
[Artem_Sukharev's solution](#)

345.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Artem_Sukharev's solution](#)

346.

1162A

[Zoning Restrictions Again](#) · [Tutorial](#)

Quality: 8,751 global accepts · Rating: 800 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Artem_Sukharev's solution](#)

347.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings
[Artem_Sukharev's solution](#)

348.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,260 global accepts · Rating: 800 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Artem_Sukharev's solution](#)

349.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[Artem_Sukharev's solution](#)

350.

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Artem_Sukharev's solution](#)

351.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Artem_Sukharev's solution](#)

352.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

353.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Artem_Sukharev's solution](#)

354.

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,428 global accepts · Rating: 800 · first AC: 2022-02-21 · last AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Artem_Sukharev's solution](#)

355.

1183A

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

Quality: 27,024 global accepts · Rating: 800 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

356.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,384 global accepts · Rating: 800 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

357.

1186A

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

Quality: 42,463 global accepts · Rating: 800 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

358.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,106 global accepts · Rating: 800 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Artem_Sukharev's solution](#)

359.

1635B

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

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Artem_Sukharev's solution](#)

360.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,899 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Artem_Sukharev's solution](#)

361.

1191A

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

Quality: 18,985 global accepts · Rating: 800 · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Artem_Sukharev's solution](#)

362.

1194A

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

Quality: 17,377 global accepts · Rating: 800 · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

363.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,128 global accepts · Rating: 800 · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Artem_Sukharev's solution](#)

364.

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Artem_Sukharev's solution](#)

365.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Artem_Sukharev's solution](#)

366.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Artem_Sukharev's solution](#)

367.

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

368.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,593 global accepts · Rating: 800 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Artem_Sukharev's solution](#)

369.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,467 global accepts · Rating: 800 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Artem_Sukharev's solution](#)

370.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Artem_Sukharev's solution](#)

371.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Artem_Sukharev's solution](#)

372.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

373.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Artem_Sukharev's solution](#)

374.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,814 global accepts · Rating: 800 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Artem_Sukharev's solution](#)

375.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Artem_Sukharev's solution](#)

376.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Artem_Sukharev's solution](#)

377.

1206A

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

Quality: 26,050 global accepts · Rating: 800 · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Artem_Sukharev's solution](#)

378.

1230A

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

Quality: 22,921 global accepts · Rating: 800 · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Artem_Sukharev's solution](#)

379.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

380.

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

381.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Artem_Sukharev's solution](#)

382.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[Artem_Sukharev's solution](#)

383.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,891 global accepts · Rating: 800 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

384.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Artem_Sukharev's solution](#)

385.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,465 global accepts · Rating: 800 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Artem_Sukharev's solution](#)

386.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,306 global accepts · Rating: 800 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

387.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Artem_Sukharev's solution](#)

388.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Artem_Sukharev's solution](#)

389.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Artem_Sukharev's solution](#)

390.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,928 global accepts · Rating: 800 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

391.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,443 global accepts · Rating: 800 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

392.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

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1328A

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1371A

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1392A

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1602A

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474.

1417A

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484.

1440A

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485.

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486.

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488.

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136A

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Quality: 146,564 global accepts · Rating: 800 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

589.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,678 global accepts · Rating: 800 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

590.

467A

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

Quality: 155,973 global accepts · Rating: 800 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

591.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,773 global accepts · Rating: 800 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Artem_Sukharev's solution](#)

592.

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Artem_Sukharev's solution](#)

593.

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

594.

1454A

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

Quality: 44,064 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities

[Artem_Sukharev's solution](#)

595.

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,282 global accepts · Rating: 800 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Artem_Sukharev's solution](#)

596.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Artem_Sukharev's solution](#)

597.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,940 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

598.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2020-10-18 · PascalABC.NET (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

599.

1368A

[C++ · Tutorial](#)

Quality: 46,261 global accepts · Rating: 800 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Artem_Sukharev's solution](#)

600.

734A

[Anton and Danik · Tutorial](#)

Quality: 195,577 global accepts · Rating: 800 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Artem_Sukharev's solution](#)

601.

110A

[Nearly Lucky Number · Tutorial](#)

Quality: 199,538 global accepts · Rating: 800 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

602.

59A

[Word · Tutorial](#)

Quality: 227,994 global accepts · Rating: 800 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Artem_Sukharev's solution](#)

603.

266B

[Queue at the School · Tutorial](#)

Quality: 166,112 global accepts · Rating: 800 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[Artem_Sukharev's solution](#)

604.

1409A

[Yet Another Two Integers Problem · Tutorial](#)

Quality: 80,439 global accepts · Rating: 800 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Artem_Sukharev's solution](#)

605.

116A

[Tram · Tutorial](#)

Quality: 176,582 global accepts · Rating: 800 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

606.

236A

[Boy or Girl · Tutorial](#)

Quality: 279,108 global accepts · Rating: 800 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Artem_Sukharev's solution](#)

607.

617A

[Elephant · Tutorial](#)

Quality: 249,202 global accepts · Rating: 800 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

608.

977A

[Wrong Subtraction · Tutorial](#)

Quality: 217,539 global accepts · Rating: 800 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

609.

791A

[Bear and Big Brother · Tutorial](#)

Quality: 257,296 global accepts · Rating: 800 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

610.

546A

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

Quality: 235,260 global accepts · Rating: 800 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Artem_Sukharev's solution](#)

611.

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

612.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2019-10-07 · PascalABC.NET (first AC) · Tags: math

[Artem_Sukharev's solution](#)

613.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,083 global accepts · Rating: 800 · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

614.

266A

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

Quality: 244,627 global accepts · Rating: 800 · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

615.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,054 global accepts · Rating: 800 · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Artem_Sukharev's solution](#)

616.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,431 global accepts · Rating: 800 · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[Artem_Sukharev's solution](#)

617.

1030A

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

Quality: 171,499 global accepts · Rating: 800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

618.

112A

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

Quality: 287,316 global accepts · Rating: 800 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Artem_Sukharev's solution](#)

619.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,387 global accepts · Rating: 800 · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

620.

231A

[Team](#) · [Tutorial](#)

Quality: 430,365 global accepts · Rating: 800 · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Artem_Sukharev's solution](#)

621.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,797 global accepts · Rating: 800 · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Artem_Sukharev's solution](#)

622.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,549 global accepts · Rating: 800 · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Artem_Sukharev's solution](#)

623.

71A

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

Quality: 503,380 global accepts · Rating: 800 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Artem_Sukharev's solution](#)

624.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,038 global accepts · Rating: 800 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Artem_Sukharev's solution](#)

625.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,495 global accepts · Rating: 900 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

626.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,711 global accepts · Rating: 900 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Artem_Sukharev's solution](#)

627.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Artem_Sukharev's solution](#)

628.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Artem_Sukharev's solution](#)

629.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,838 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Artem_Sukharev's solution](#)

630.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[Artem_Sukharev's solution](#)

631.

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Artem_Sukharev's solution](#)

632.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Artem_Sukharev's solution](#)

633.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,785 global accepts · Rating: 900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Artem_Sukharev's solution](#)

634.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[Artem_Sukharev's solution](#)

635.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Artem_Sukharev's solution](#)

636.

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Artem_Sukharev's solution](#)

637.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Artem_Sukharev's solution](#)

638.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,024 global accepts · Rating: 900 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

639.

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 900 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Artem_Sukharev's solution](#)

640.

205A

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

Quality: 25,230 global accepts · Rating: 900 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Artem_Sukharev's solution](#)

641.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,501 global accepts · Rating: 900 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Artem_Sukharev's solution](#)

642.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Artem_Sukharev's solution](#)

643.

11A

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

Quality: 15,496 global accepts · Rating: 900 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Artem_Sukharev's solution](#)

644.

199A

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

Quality: 30,296 global accepts · Rating: 900 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[Artem_Sukharev's solution](#)

645.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 900 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Artem_Sukharev's solution](#)

646.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,094 global accepts · Rating: 900 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

647.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,496 global accepts · Rating: 900 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

648.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,623 global accepts · Rating: 900 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Artem_Sukharev's solution](#)

649.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Artem_Sukharev's solution](#)

650.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,157 global accepts · Rating: 900 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Artem_Sukharev's solution](#)

651.

870A

[Search for Pretty Integers](#) · [Tutorial](#)

Quality: 10,788 global accepts · Rating: 900 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Artem_Sukharev's solution](#)

652.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,864 global accepts · Rating: 900 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Artem_Sukharev's solution](#)

653.

415A

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

Quality: 9,591 global accepts · Rating: 900 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

654.

137A

[Postcards and photos](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 900 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

655.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

656.

1737A

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

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

[Artem_Sukharev's solution](#)

657.

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Artem_Sukharev's solution](#)

658.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

659.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Artem_Sukharev's solution](#)

660.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 900 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Artem_Sukharev's solution](#)

661.

1141B

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

Quality: 23,081 global accepts · Rating: 900 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

662.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Artem_Sukharev's solution](#)

663.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,284 global accepts · Rating: 900 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Artem_Sukharev's solution](#)

664.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,018 global accepts · Rating: 900 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Artem_Sukharev's solution](#)

665.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Artem_Sukharev's solution](#)

666.

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,575 global accepts · Rating: 900 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Artem_Sukharev's solution](#)

667.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Artem_Sukharev's solution](#)

668.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Artem_Sukharev's solution](#)

669.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,028 global accepts · Rating: 900 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[Artem_Sukharev's solution](#)

670.

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 900 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[Artem_Sukharev's solution](#)

671.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Artem_Sukharev's solution](#)

672.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,278 global accepts · Rating: 900 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Artem_Sukharev's solution](#)

673.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,475 global accepts · Rating: 900 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Artem_Sukharev's solution](#)

674.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,544 global accepts · Rating: 900 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Artem_Sukharev's solution](#)

675.

1733B

[Rule of League](#) · [Tutorial](#)

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

[Artem_Sukharev's solution](#)

676.

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 900 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Artem_Sukharev's solution](#)

677.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,136 global accepts · Rating: 900 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

678.

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Artem_Sukharev's solution](#)

679.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,068 global accepts · Rating: 900 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

680.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,289 global accepts · Rating: 900 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

681.

820A

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

Quality: 8,567 global accepts · Rating: 900 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

682.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

683.

989A

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

Quality: 11,161 global accepts · Rating: 900 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Artem_Sukharev's solution](#)

684.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

685.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

686.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,188 global accepts · Rating: 900 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

687.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

688.

1225A

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

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689.

1183B

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690.

1208A

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691.

611A

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692.

839A

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693.

977B

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694.

1008A

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695.

1032A

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696.

913A

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697.

1110A

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698.

1132B

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699.

876A

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700.

961A

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701.

999B

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519A

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703.

991B

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704.

1080B

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705.

572A

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706.

765A

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707.

980A

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708.

588A

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709.

598A

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710.

1089L

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711.

1279A

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[Artem_Sukharev's solution](#)

712.

1187A

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[Artem_Sukharev's solution](#)

713.

1204B

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714.

801B

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[Artem_Sukharev's solution](#)

715.

747B

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[Artem_Sukharev's solution](#)

716.

621A

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717.

622B

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718.

631A

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719.

653A

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720.

670A

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721.

729A

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722.

706A

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723.

709A

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724.

768A

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725.

1714A

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726.

1057A

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727.

1709B

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728.

1113A

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729.

1206B

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730.

580A

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731.

1705B

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732.

1699B

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733.

1697B

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734.

1696B

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735.

1689B

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736.

1201A

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737.

1675B

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738.

1430A

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739.

1668B

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Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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740.

1665B

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741.

1650B

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742.

1642B

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743.

1213A

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744.

1248B

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745.

1291A

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Quality: 20,685 global accepts · Rating: 900 · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

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746.

1296B

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747.

1295A

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748.

1321A

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749.

1324A

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750.

1330A

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751.

1326B

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752.

1624B

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Quality: 52,962 global accepts · Rating: 900 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Artem_Sukharev's solution](#)

753.

1350A

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[Artem_Sukharev's solution](#)

754.

1335B

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755.

1341A

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756.

1354A

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757.

1380A

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758.

1373B

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759.

1617B

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760.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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761.

1351B

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[Artem_Sukharev's solution](#)

762.

1613A

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763.

1609A

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[Artem_Sukharev's solution](#)

764.

1401A

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Quality: 28,637 global accepts · Rating: 900 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Artem_Sukharev's solution](#)

765.

1610A

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Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: math

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766.

1374B

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Quality: 71,595 global accepts · Rating: 900 · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

767.

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Artem_Sukharev's solution](#)

768.

1426B

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Quality: 21,803 global accepts · Rating: 900 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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769.

1607B

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Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

770.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Artem_Sukharev's solution](#)

771.

1582B

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Quality: 33,374 global accepts · Rating: 900 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Artem_Sukharev's solution](#)

772.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,206 global accepts · Rating: 900 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Artem_Sukharev's solution](#)

773.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,658 global accepts · Rating: 900 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math
[Artem_Sukharev's solution](#)

774.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[Artem_Sukharev's solution](#)

775.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[Artem_Sukharev's solution](#)

776.

1488A

[From Zero To Y](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 900 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, math
[Artem_Sukharev's solution](#)

777.

1440B

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Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[Artem_Sukharev's solution](#)

778.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2021-09-23 · last AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Artem_Sukharev's solution](#)

779.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,451 global accepts · Rating: 900 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[Artem_Sukharev's solution](#)

780.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Artem_Sukharev's solution](#)

781.

1471A

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

Quality: 38,221 global accepts · Rating: 900 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[Artem_Sukharev's solution](#)

782.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,849 global accepts · Rating: 900 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Artem_Sukharev's solution](#)

783.

1475B

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

Quality: 57,267 global accepts · Rating: 900 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[Artem_Sukharev's solution](#)

784.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[Artem_Sukharev's solution](#)

785.

1486A

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Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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786.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,783 global accepts · Rating: 900 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[Artem_Sukharev's solution](#)

787.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[Artem_Sukharev's solution](#)

788.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,597 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[Artem_Sukharev's solution](#)

789.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,324 global accepts · Rating: 900 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Artem_Sukharev's solution](#)

790.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,397 global accepts · Rating: 900 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Artem_Sukharev's solution](#)

791.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,713 global accepts · Rating: 900 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Artem_Sukharev's solution](#)

792.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,079 global accepts · Rating: 900 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation
[Artem_Sukharev's solution](#)

793.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Artem_Sukharev's solution](#)

794.

1095B

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

Quality: 24,341 global accepts · Rating: 900 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Artem_Sukharev's solution](#)

795.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,867 global accepts · Rating: 900 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Artem_Sukharev's solution](#)

796.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Artem_Sukharev's solution](#)

797.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,969 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Artem_Sukharev's solution](#)

798.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[Artem_Sukharev's solution](#)

799.

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[Artem_Sukharev's solution](#)

800.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Artem_Sukharev's solution](#)

801.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive

[Artem_Sukharev's solution](#)

802.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,078 global accepts · Rating: 900 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[Artem_Sukharev's solution](#)

803.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Artem_Sukharev's solution](#)

804.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,814 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[Artem_Sukharev's solution](#)

805.

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[Artem_Sukharev's solution](#)

806.

847G

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

Quality: 7,648 global accepts · Rating: 900 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

807.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[Artem_Sukharev's solution](#)

808.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,759 global accepts · Rating: 900 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Artem_Sukharev's solution](#)

809.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,998 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Artem_Sukharev's solution](#)

810.

1238A

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

Quality: 28,068 global accepts · Rating: 900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Artem_Sukharev's solution](#)

811.

96A

[Football](#) · [Tutorial](#)

Quality: 193,682 global accepts · Rating: 900 · first AC: 2018-09-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Artem_Sukharev's solution](#)

812.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Artem_Sukharev's solution](#)

813.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Artem_Sukharev's solution](#)

814.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,201 global accepts · Rating: 1000 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Artem_Sukharev's solution](#)

815.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,921 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Artem_Sukharev's solution](#)

816.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,389 global accepts · Rating: 1000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Artem_Sukharev's solution](#)

817.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers
[Artem_Sukharev's solution](#)

818.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Artem_Sukharev's solution](#)

819.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Artem_Sukharev's solution](#)

820.

1781B

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

Quality: 14,759 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Artem_Sukharev's solution](#)

821.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Artem_Sukharev's solution](#)

822.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Artem_Sukharev's solution](#)

823.

1772C

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

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Artem_Sukharev's solution](#)

824.

1769B1

[Artem_Sukharev's solution](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation, math

[Artem_Sukharev's solution](#)

825.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 1000 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[Artem_Sukharev's solution](#)

826.

1725B

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

Quality: 28,290 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Artem_Sukharev's solution](#)

827.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

828.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Artem_Sukharev's solution](#)

829.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

830.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,514 global accepts · Rating: 1000 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

831.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,027 global accepts · Rating: 1000 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, math

[Artem_Sukharev's solution](#)

832.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Artem_Sukharev's solution](#)

833.

72G

[Fibonacci army](#) · [Tutorial](#)

Quality: 2,835 global accepts · Rating: 1000 · first AC: 2022-07-18 · lo (first AC) · Tags: *special, dp

[Artem_Sukharev's solution](#)

834.

753A

[Santa Claus and Candies](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Artem_Sukharev's solution](#)

835.

732B

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

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Artem_Sukharev's solution](#)

836.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,581 global accepts · Rating: 1000 · first AC: 2022-07-18 · last AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Artem_Sukharev's solution](#)

837.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[Artem_Sukharev's solution](#)

838.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Artem_Sukharev's solution](#)

839.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Artem_Sukharev's solution](#)

840.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[Artem_Sukharev's solution](#)

841.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Artem_Sukharev's solution](#)

842.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings

[Artem_Sukharev's solution](#)

843.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[Artem_Sukharev's solution](#)

844.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Artem_Sukharev's solution](#)

845.

1204A

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

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

846.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

847.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Artem_Sukharev's solution](#)

848.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Artem_Sukharev's solution](#)

849.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[Artem_Sukharev's solution](#)

850.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: math
[Artem_Sukharev's solution](#)

851.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[Artem_Sukharev's solution](#)

852.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,423 global accepts · Rating: 1000 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Artem_Sukharev's solution](#)

853.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,062 global accepts · Rating: 1000 · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[Artem_Sukharev's solution](#)

854.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings
[Artem_Sukharev's solution](#)

855.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[Artem_Sukharev's solution](#)

856.

1620B

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

Quality: 31,483 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math
[Artem_Sukharev's solution](#)

857.

1388B

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

Quality: 22,822 global accepts · Rating: 1000 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Artem_Sukharev's solution](#)

858.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[Artem_Sukharev's solution](#)

859.

1614B

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

Quality: 29,044 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[Artem_Sukharev's solution](#)

860.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Artem_Sukharev's solution](#)

861.

1405B

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

Quality: 23,030 global accepts · Rating: 1000 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Artem_Sukharev's solution](#)

862.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,948 global accepts · Rating: 1000 · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Artem_Sukharev's solution](#)

863.

1589B

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

Rating: 1000 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Artem_Sukharev's solution](#)

864.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Artem_Sukharev's solution](#)

865.

1411B

[Fair Numbers](#) · [Tutorial](#)

Quality: 30,350 global accepts · Rating: 1000 · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[Artem_Sukharev's solution](#)

866.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Artem_Sukharev's solution](#)

867.

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math

[Artem_Sukharev's solution](#)

868.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Artem_Sukharev's solution](#)

869.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Artem_Sukharev's solution](#)

870.

1430C

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

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Artem_Sukharev's solution](#)

871.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Artem_Sukharev's solution](#)

872.

101911J

[Buying a TV Set](#) · [Tutorial](#)

Rating: 1000 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

873.

1249B1

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

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[Artem_Sukharev's solution](#)

874.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,078 global accepts · Rating: 1000 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Artem_Sukharev's solution](#)

875.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,461 global accepts · Rating: 1000 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Artem_Sukharev's solution](#)

876.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[Artem_Sukharev's solution](#)

877.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Artem_Sukharev's solution](#)

878.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Artem_Sukharev's solution](#)

879.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[Artem_Sukharev's solution](#)

880.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Artem_Sukharev's solution](#)

881.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Artem_Sukharev's solution](#)

882.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Artem_Sukharev's solution](#)

883.

1562B

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1669F

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979.

1523B

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

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980.

630J

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Quality: 12,717 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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981.

630D

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Quality: 12,661 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: math

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982.

630C

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Quality: 26,921 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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983.

1529B

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Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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984.

1509B

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Quality: 23,056 global accepts · Rating: 1100 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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985.

1511C

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Quality: 32,813 global accepts · Rating: 1100 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

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986.

1511B

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Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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987.

1506B

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Quality: 21,154 global accepts · Rating: 1100 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Artem_Sukharev's solution](#)

988.

1496B

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Quality: 18,279 global accepts · Rating: 1100 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: math

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989.

1490C

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Quality: 38,829 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Artem_Sukharev's solution](#)

990.

1457B

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Rating: 1100 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Artem_Sukharev's solution](#)

991.

883M

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Quality: 3,843 global accepts · Rating: 1100 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Artem_Sukharev's solution](#)

992.

1227A

[Math Problem](#) · [Tutorial](#)

Quality: 10,267 global accepts · Rating: 1100 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

993.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,847 global accepts · Rating: 1100 · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation

[Artem_Sukharev's solution](#)

994.

1030B

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Quality: 13,230 global accepts · Rating: 1100 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

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995.

2094E

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Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[Artem_Sukharev's solution](#)

996.

1870B

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

[Artem_Sukharev's solution](#)

997.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Artem_Sukharev's solution](#)

998.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Artem_Sukharev's solution](#)

999.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,774 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Artem_Sukharev's solution](#)

1000.

1846D

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

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[Artem_Sukharev's solution](#)

1001.

1846C

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

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[Artem_Sukharev's solution](#)

1002.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Artem_Sukharev's solution](#)

1003.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Artem_Sukharev's solution](#)

1004.

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Artem_Sukharev's solution](#)

1005.

1769C1

[A&C&D CD\\$:C](#) •

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, greedy

[Artem_Sukharev's solution](#)

1006.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Artem_Sukharev's solution](#)

1007.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Artem_Sukharev's solution](#)

1008.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Artem_Sukharev's solution](#)

1009.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[Artem_Sukharev's solution](#)

1010.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Artem_Sukharev's solution](#)

1011.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,407 global accepts · Rating: 1200 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Artem_Sukharev's solution](#)

1012.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Artem_Sukharev's solution](#)

1013.

729B

[Spotlights](#) · [Tutorial](#)

Quality: 8,703 global accepts · Rating: 1200 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Artem_Sukharev's solution](#)

1014.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,413 global accepts · Rating: 1200 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Artem_Sukharev's solution](#)

1015.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,152 global accepts · Rating: 1200 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[Artem_Sukharev's solution](#)

1016.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Artem_Sukharev's solution](#)

1017.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Artem_Sukharev's solution](#)

1018.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,349 global accepts · Rating: 1200 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Artem_Sukharev's solution](#)

1019.

1029B

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

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Artem_Sukharev's solution](#)

1020.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,463 global accepts · Rating: 1200 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Artem_Sukharev's solution](#)

1021.

1272C

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

Quality: 30,743 global accepts · Rating: 1200 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[Artem_Sukharev's solution](#)

1022.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Artem_Sukharev's solution](#)

1023.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,290 global accepts · Rating: 1200 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[Artem_Sukharev's solution](#)

1024.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,885 global accepts · Rating: 1200 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[Artem_Sukharev's solution](#)

1025.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,593 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

1026.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Artem_Sukharev's solution](#)

1027.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Artem_Sukharev's solution](#)

1028.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings

[Artem_Sukharev's solution](#)

1029.

1656C

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

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

[Artem_Sukharev's solution](#)

1030.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Artem_Sukharev's solution](#)

1031.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[Artem_Sukharev's solution](#)

1032.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[Artem_Sukharev's solution](#)

1033.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Artem_Sukharev's solution](#)

1034.

1635C

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Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Artem_Sukharev's solution](#)

1035.

1637C

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Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Artem_Sukharev's solution](#)

1036.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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1037.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[Artem_Sukharev's solution](#)

1038.

1582C

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Quality: 23,659 global accepts · Rating: 1200 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

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1039.

1586B

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Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Artem_Sukharev's solution](#)

1040.

1455B

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Quality: 23,235 global accepts · Rating: 1200 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Artem_Sukharev's solution](#)

1041.

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[Artem_Sukharev's solution](#)

1042.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[Artem_Sukharev's solution](#)

1043.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[Artem_Sukharev's solution](#)

1044.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Artem_Sukharev's solution](#)

1045.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[Artem_Sukharev's solution](#)

1046.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,346 global accepts · Rating: 1200 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Artem_Sukharev's solution](#)

1047.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings

[Artem_Sukharev's solution](#)

1048.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[Artem_Sukharev's solution](#)

1049.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 1200 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Artem_Sukharev's solution](#)

1050.

1497C1

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

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Artem_Sukharev's solution](#)

1051.

776B

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

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Artem_Sukharev's solution](#)

1052.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Artem_Sukharev's solution](#)

1053.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Artem_Sukharev's solution](#)

1054.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Artem_Sukharev's solution](#)

1055.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Artem_Sukharev's solution](#)

1056.

1343C

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

Quality: 44,082 global accepts · Rating: 1200 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Artem_Sukharev's solution](#)

1057.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,566 global accepts · Rating: 1200 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[Artem_Sukharev's solution](#)

1058.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

1059.

1339B

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

Quality: 28,346 global accepts · Rating: 1200 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Artem_Sukharev's solution](#)

1060.

1553C

[Penalty](#) · [Tutorial](#)

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

[Artem_Sukharev's solution](#)

1061.

1352B

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

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Artem_Sukharev's solution](#)

1062.

1352C

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

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Artem_Sukharev's solution](#)

1063.

1530C

[Pursuit](#) · [Tutorial](#)

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

[Artem_Sukharev's solution](#)

1064.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[Artem_Sukharev's solution](#)

1065.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,487 global accepts · Rating: 1200 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Artem_Sukharev's solution](#)

1066.

1536B

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

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[Artem_Sukharev's solution](#)

1067.

630R

[Game](#) · [Tutorial](#)

Quality: 9,590 global accepts · Rating: 1200 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Artem_Sukharev's solution](#)

1068.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,365 global accepts · Rating: 1200 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[Artem_Sukharev's solution](#)

1069.

1527B1

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

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[Artem Sukharev's solution](#)

1070.

1520D

[Same Differences · Tutorial](#)

Quality: 64,496 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math
[Artem Sukharev's solution](#)

1071.

1517B

[Morning Jogging · Tutorial](#)

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

1072.

1512D

[Corrupted Array · Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[Artem Sukharev's solution](#)

1073.

1512C

[A-B Palindrome · Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings
[Artem Sukharev's solution](#)

1074.

1504B

[Flip the Bits · Tutorial](#)

Quality: 25,727 global accepts · Rating: 1200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Artem Sukharev's solution](#)

1075.

1496C

[Diamond Miner · Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings
[Artem Sukharev's solution](#)

1076.

1491B

[Minimal Cost · Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Artem Sukharev's solution](#)

1077.

1490D

[Permutation Transformation · Tutorial](#)

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation
[Artem Sukharev's solution](#)

1078.

1485B

[Replace and Keep Sorted · Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[Artem Sukharev's solution](#)

1079.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[Artem Sukharev's solution](#)

1080.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Artem Sukharev's solution](#)

1081.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem Sukharev's solution](#)

1082.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,207 global accepts · Rating: 1200 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings

[Artem Sukharev's solution](#)

1083.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Artem Sukharev's solution](#)

1084.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[Artem Sukharev's solution](#)

1085.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Artem Sukharev's solution](#)

1086.

1870C

[Colorful Table](#) · [Tutorial](#)

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

[Artem Sukharev's solution](#)

1087.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[Artem Sukharev's solution](#)

1088.

1846E1

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

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Artem Sukharev's solution](#)

1089.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Artem Sukharev's solution](#)

1090.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[Artem Sukharev's solution](#)

1091.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive

[Artem Sukharev's solution](#)

1092.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[Artem Sukharev's solution](#)

1093.

1768C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Artem Sukharev's solution](#)

1094.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Artem Sukharev's solution](#)

1095.

1769C2

[A670D: B CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp

[Artem Sukharev's solution](#)

1096.

1746C

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

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

[Artem Sukharev's solution](#)

1097.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Artem Sukharev's solution](#)

1098.

1737B

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

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

[Artem Sukharev's solution](#)

1099.

1733C

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

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

[Artem_Sukharev's solution](#)

1100.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Artem_Sukharev's solution](#)

1101.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[Artem_Sukharev's solution](#)

1102.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Artem_Sukharev's solution](#)

1103.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[Artem_Sukharev's solution](#)

1104.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Artem_Sukharev's solution](#)

1105.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Artem_Sukharev's solution](#)

1106.

1703F

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

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Artem_Sukharev's solution](#)

1107.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Artem_Sukharev's solution](#)

1108.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees

[Artem_Sukharev's solution](#)

1109.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Artem_Sukharev's solution](#)

1110.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[Artem_Sukharev's solution](#)

1111.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Artem_Sukharev's solution](#)

1112.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Artem_Sukharev's solution](#)

1113.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Artem_Sukharev's solution](#)

1114.

1650D

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

Quality: 14,718 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Artem_Sukharev's solution](#)

1115.

1649B

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

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Artem_Sukharev's solution](#)

1116.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math

[Artem_Sukharev's solution](#)

1117.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 1300 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Artem_Sukharev's solution](#)

1118.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[Artem_Sukharev's solution](#)

1119.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Artem_Sukharev's solution](#)

1120.

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Artem_Sukharev's solution](#)

1121.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[Artem_Sukharev's solution](#)

1122.

1591C

[Minimize Distance](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Artem_Sukharev's solution](#)

1123.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Artem_Sukharev's solution](#)

1124.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Artem_Sukharev's solution](#)

1125.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Artem_Sukharev's solution](#)

1126.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Artem_Sukharev's solution](#)

1127.

1603A

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

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

[Artem_Sukharev's solution](#)

1128.

1602C

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

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

[Artem_Sukharev's solution](#)

1129.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Artem_Sukharev's solution](#)

1130.

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[Artem_Sukharev's solution](#)

1131.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Artem_Sukharev's solution](#)

1132.

1470A

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

Quality: 29,397 global accepts · Rating: 1300 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Artem_Sukharev's solution](#)

1133.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

1134.

1561B

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

Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Artem_Sukharev's solution](#)

1135.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,425 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Artem_Sukharev's solution](#)

1136.

1560D

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

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[Artem_Sukharev's solution](#)

1137.

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

1138.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Artem_Sukharev's solution](#)

1139.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Artem_Sukharev's solution](#)

1140.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Artem_Sukharev's solution](#)

1141.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Artem Sukharev's solution](#)

1142.

1418B

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

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Artem Sukharev's solution](#)

1143.

1553B

[Reverse String](#) · [Tutorial](#)

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

[Artem Sukharev's solution](#)

1144.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,400 global accepts · Rating: 1300 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Artem Sukharev's solution](#)

1145.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Artem Sukharev's solution](#)

1146.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Artem Sukharev's solution](#)

1147.

1294C

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

Quality: 46,286 global accepts · Rating: 1300 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Artem Sukharev's solution](#)

1148.

1534C

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

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

[Artem Sukharev's solution](#)

1149.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[Artem Sukharev's solution](#)

1150.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[Artem Sukharev's solution](#)

1151.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Artem Sukharev's solution](#)

1152.

1521B

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

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Artem Sukharev's solution](#)

1153.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Artem Sukharev's solution](#)

1154.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Artem Sukharev's solution](#)

1155.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Artem Sukharev's solution](#)

1156.

1328B

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

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[Artem Sukharev's solution](#)

1157.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Artem Sukharev's solution](#)

1158.

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Artem Sukharev's solution](#)

1159.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,885 global accepts · Rating: 1300 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Artem Sukharev's solution](#)

1160.

459B

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

Quality: 47,502 global accepts · Rating: 1300 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, sortings

[Artem Sukharev's solution](#)

1161.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,891 global accepts · Rating: 1300 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Artem_Sukharev's solution](#)

1162.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,896 global accepts · Rating: 1300 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Artem_Sukharev's solution](#)

1163.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Artem_Sukharev's solution](#)

1164.

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

1165.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Artem_Sukharev's solution](#)

1166.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Artem_Sukharev's solution](#)

1167.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Artem_Sukharev's solution](#)

1168.

929B

[A&B C 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2018-03-03 · FPC (first AC) · Tags: *special, implementation

[Artem_Sukharev's solution](#)

1169.

1894C

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

Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

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1170.

1883G1

[Dances \(Easy version\)](#) · [Tutorial](#)

Quality: 19,563 global accepts · Rating: 1400 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

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1171.

1883F

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Quality: 11,865 global accepts · Rating: 1400 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures

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1172.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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1173.

1860C

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Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy
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1174.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
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1175.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
[Artem_Sukharev's solution](#)

1176.

1833D

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Quality: 15,086 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[Artem_Sukharev's solution](#)

1177.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Artem_Sukharev's solution](#)

1178.

1762C

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Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[Artem_Sukharev's solution](#)

1179.

1769B2

[Artem's Special](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, brute force, math
[Artem_Sukharev's solution](#)

1180.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy
[Artem_Sukharev's solution](#)

1181.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[Artem_Sukharev's solution](#)

1182.

1740C

[Bricks and Bags](#) · [Tutorial](#)

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

greedy, sortings

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1183.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[Artem_Sukharev's solution](#)

1184.

1733D1

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

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

[Artem_Sukharev's solution](#)

1185.

1728C

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

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

[Artem_Sukharev's solution](#)

1186.

1721C

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Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[Artem_Sukharev's solution](#)

1187.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Artem_Sukharev's solution](#)

1188.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[Artem_Sukharev's solution](#)

1189.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Artem_Sukharev's solution](#)

1190.

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Artem_Sukharev's solution](#)

1191.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Artem_Sukharev's solution](#)

1192.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Artem_Sukharev's solution](#)

1193.

1654C

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

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

[Artem_Sukharev's solution](#)

1194.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, matrices

[Artem_Sukharev's solution](#)

1195.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Artem_Sukharev's solution](#)

1196.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Artem_Sukharev's solution](#)

1197.

1628A

[Meximum Array](#) · [Tutorial](#)

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

[Artem_Sukharev's solution](#)

1198.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[Artem_Sukharev's solution](#)

1199.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[Artem_Sukharev's solution](#)

1200.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[Artem_Sukharev's solution](#)

1201.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Artem_Sukharev's solution](#)

1202.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation,

number theory, schedules, two pointers

[Artem_Sukharev's solution](#)

1203.

1374D

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

Quality: 31,097 global accepts · Rating: 1400 · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, two pointers

[Artem_Sukharev's solution](#)

1204.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

1205.

1605C

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Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings

[Artem_Sukharev's solution](#)

1206.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Artem_Sukharev's solution](#)

1207.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Artem_Sukharev's solution](#)

1208.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Artem_Sukharev's solution](#)

1209.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[Artem_Sukharev's solution](#)

1210.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Artem_Sukharev's solution](#)

1211.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Artem_Sukharev's solution](#)

1212.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,955 global accepts · Rating: 1400 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Artem_Sukharev's solution](#)

1213.

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Artem_Sukharev's solution](#)

1214.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Artem_Sukharev's solution](#)

1215.

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[Artem_Sukharev's solution](#)

1216.

1551B2

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

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Artem_Sukharev's solution](#)

1217.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Artem_Sukharev's solution](#)

1218.

279B

[Books](#) · [Tutorial](#)

Quality: 72,460 global accepts · Rating: 1400 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Artem_Sukharev's solution](#)

1219.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-25 · last AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Artem_Sukharev's solution](#)

1220.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Artem_Sukharev's solution](#)

1221.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Artem_Sukharev's solution](#)

1222.

630H

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Quality: 5,666 global accepts · Rating: 1400 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Artem_Sukharev's solution](#)

1223.

1526B

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Quality: 36,738 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

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1224.

1520E

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Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Artem_Sukharev's solution](#)

1225.

1515C

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

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

[Artem_Sukharev's solution](#)

1226.

1517C

[Fillomino 2](#) · [Tutorial](#)

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

[Artem_Sukharev's solution](#)

1227.

1505C

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Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

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1228.

489C

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

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Artem_Sukharev's solution](#)

1229.

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Artem_Sukharev's solution](#)

1230.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Artem_Sukharev's solution](#)

1231.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Artem_Sukharev's solution](#)

1232.

1457C

[Bouncing Ball](#) · [Tutorial](#)

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

[Artem_Sukharev's solution](#)

1233.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[Artem_Sukharev's solution](#)**1234.**

1452B

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Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Artem_Sukharev's solution](#)**1235.**

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Artem_Sukharev's solution](#)**1236.**

929A

[A@C@iC B C\\$5C^>D 8C65CD>C](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-03 · FPC (first AC) · Tags: *special, greedy, implementation

[Artem_Sukharev's solution](#)**1237.**

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Artem_Sukharev's solution](#)**1238.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Artem_Sukharev's solution](#)**1239.**

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Artem_Sukharev's solution](#)**1240.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,558 global accepts · Rating: 1500 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Artem_Sukharev's solution](#)**1241.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Artem_Sukharev's solution](#)**1242.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Artem_Sukharev's solution](#)**1243.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Artem Sukharev's solution](#)

1244.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[Artem Sukharev's solution](#)

1245.

1740D

[Knowledge Cards](#) · [Tutorial](#)

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

[Artem Sukharev's solution](#)

1246.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Artem Sukharev's solution](#)

1247.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Artem Sukharev's solution](#)

1248.

1737C

[Ela and Crickets](#) · [Tutorial](#)

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

[Artem Sukharev's solution](#)

1249.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[Artem Sukharev's solution](#)

1250.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[Artem Sukharev's solution](#)

1251.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[Artem Sukharev's solution](#)

1252.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Artem Sukharev's solution](#)

1253.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Artem Sukharev's solution](#)

1254.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, strings
[Artem Sukharev's solution](#)

1255.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
[Artem Sukharev's solution](#)

1256.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,058 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math
[Artem Sukharev's solution](#)

1257.

1651C

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Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
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1258.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math
[Artem Sukharev's solution](#)

1259.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[Artem Sukharev's solution](#)

1260.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[Artem Sukharev's solution](#)

1261.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math
[Artem Sukharev's solution](#)

1262.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, sortings
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1263.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

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1264.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

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1265.

1250H

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Quality: 4,291 global accepts · Rating: 1500 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: math

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1266.

1250L

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

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

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1267.

1070F

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Quality: 3,851 global accepts · Rating: 1500 · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Artem_Sukharev's solution](#)

1268.

1070H

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

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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1269.

687A

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Quality: 16,485 global accepts · Rating: 1500 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

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1270.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Artem_Sukharev's solution](#)

1271.

1569C

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Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Artem_Sukharev's solution](#)

1272.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 1500 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

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1273.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Artem_Sukharev's solution](#)

1274.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation

[Artem_Sukharev's solution](#)

1275.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

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1276.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Artem_Sukharev's solution](#)

1277.

1418C

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Quality: 28,149 global accepts · Rating: 1500 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Artem_Sukharev's solution](#)

1278.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings

[Artem_Sukharev's solution](#)

1279.

1553D

[Backspace](#) · [Tutorial](#)

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

[Artem_Sukharev's solution](#)

1280.

1372C

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Quality: 19,092 global accepts · Rating: 1500 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Artem_Sukharev's solution](#)

1281.

1546C

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

Rating: 1500 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Artem_Sukharev's solution](#)

1282.

1547E

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Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Artem_Sukharev's solution](#)

1283.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,932 global accepts · Rating: 1500 · first AC: 2021-07-06 · last AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[Artem_Sukharev's solution](#)

1284.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,349 global accepts · Rating: 1500 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Artem Sukharev's solution](#)

1285.

1542B

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

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Artem Sukharev's solution](#)

1286.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[Artem Sukharev's solution](#)

1287.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[Artem Sukharev's solution](#)

1288.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,339 global accepts · Rating: 1500 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Artem Sukharev's solution](#)

1289.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[Artem Sukharev's solution](#)

1290.

1515D

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

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

[Artem Sukharev's solution](#)

1291.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Artem Sukharev's solution](#)

1292.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Artem Sukharev's solution](#)

1293.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Artem Sukharev's solution](#)

1294.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2021-04-06 · last AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[Artem_Sukharev's solution](#)

1295.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,997 global accepts · Rating: 1500 · first AC: 2021-04-06 · last AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Artem_Sukharev's solution](#)

1296.

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Artem_Sukharev's solution](#)

1297.

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Artem_Sukharev's solution](#)

1298.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Artem_Sukharev's solution](#)

1299.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[Artem_Sukharev's solution](#)

1300.

1490F

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

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Artem_Sukharev's solution](#)

1301.

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1500 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

1302.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Artem_Sukharev's solution](#)

1303.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,415 global accepts · Rating: 1600 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Artem_Sukharev's solution](#)

1304.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[Artem Sukharev's solution](#)

1305.

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Artem Sukharev's solution](#)

1306.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[Artem Sukharev's solution](#)

1307.

1795D

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

Quality: 13,078 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Artem Sukharev's solution](#)

1308.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Artem Sukharev's solution](#)

1309.

1781C

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

Quality: 10,462 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Artem Sukharev's solution](#)

1310.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Artem Sukharev's solution](#)

1311.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Artem Sukharev's solution](#)

1312.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Artem Sukharev's solution](#)

1313.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[Artem_Sukharev's solution](#)

1314.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Artem_Sukharev's solution](#)

1315.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Artem_Sukharev's solution](#)

1316.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Artem_Sukharev's solution](#)

1317.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,848 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Artem_Sukharev's solution](#)

1318.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Artem_Sukharev's solution](#)

1319.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Artem_Sukharev's solution](#)

1320.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Artem_Sukharev's solution](#)

1321.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees

[Artem_Sukharev's solution](#)

1322.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Artem_Sukharev's solution](#)

1323.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math,

two pointers

[Artem_Sukharev's solution](#)

1324.

1658D1

[388535 \(Easy Version\) · Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Artem_Sukharev's solution](#)

1325.

1633D

[Make Them Equal · Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Artem_Sukharev's solution](#)

1326.

1632C

[Strange Test · Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[Artem_Sukharev's solution](#)

1327.

1622C

[Set or Decrease · Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Artem_Sukharev's solution](#)

1328.

1615C

[Menorah · Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[Artem_Sukharev's solution](#)

1329.

1609D

[Social Network · Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Artem_Sukharev's solution](#)

1330.

1610C

[Keshi Is Throwing a Party · Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Artem_Sukharev's solution](#)

1331.

1607E

[Robot on the Board 1 · Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artem_Sukharev's solution](#)

1332.

1603B

[Moderate Modular Mode · Tutorial](#)

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Artem_Sukharev's solution](#)

1333.

1582D

[Vupsen, Pupsen and 0 · Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Artem_Sukharev's solution](#)

1334.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[Artem Sukharev's solution](#)

1335.

101911A

[Coffee Break](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem Sukharev's solution](#)

1336.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Artem Sukharev's solution](#)

1337.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Artem Sukharev's solution](#)

1338.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Artem Sukharev's solution](#)

1339.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Artem Sukharev's solution](#)

1340.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[Artem Sukharev's solution](#)

1341.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Artem Sukharev's solution](#)

1342.

1519D

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

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Artem Sukharev's solution](#)

1343.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,316 global accepts · Rating: 1600 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Artem Sukharev's solution](#)

1344.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[Artem_Sukharev's solution](#)

1345.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Artem_Sukharev's solution](#)

1346.

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Artem_Sukharev's solution](#)

1347.

1530D

[Secret Santa](#) · [Tutorial](#)

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

[Artem_Sukharev's solution](#)

1348.

1337C

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

Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Artem_Sukharev's solution](#)

1349.

1336A

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

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Artem_Sukharev's solution](#)

1350.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Artem_Sukharev's solution](#)

1351.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 1600 · first AC: 2021-07-06 · last AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[Artem_Sukharev's solution](#)

1352.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Artem_Sukharev's solution](#)

1353.

1523C

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

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

[Artem_Sukharev's solution](#)

1354.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Artem_Sukharev's solution](#)

1355.

1526C2

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

Quality: 29,756 global accepts · Rating: 1600 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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1356.

1529C

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Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

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1357.

1527C

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Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

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1358.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

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1359.

1512E

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Quality: 11,384 global accepts · Rating: 1600 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

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1360.

1504C

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Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Artem_Sukharev's solution](#)

1361.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, number theory

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1362.

1498C

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Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

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1363.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, greedy, implementation

[Artem_Sukharev's solution](#)

1364.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Artem_Sukharev's solution](#)

1365.

1262D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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1366.

1906M

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Quality: 3,458 global accepts · Rating: 1700 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Artem Sukharev's solution](#)

1367.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1700 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

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1368.

1833F

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Quality: 10,146 global accepts · Rating: 1700 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[Artem Sukharev's solution](#)

1369.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation

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1370.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

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1371.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Artem Sukharev's solution](#)

1372.

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Artem Sukharev's solution](#)

1373.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Artem Sukharev's solution](#)

1374.

1772E

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Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: games

[Artem Sukharev's solution](#)

1375.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[Artem Sukharev's solution](#)**1376.**

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[Artem Sukharev's solution](#)**1377.**

1715C

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Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Artem Sukharev's solution](#)**1378.**

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Artem Sukharev's solution](#)**1379.**

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[Artem Sukharev's solution](#)**1380.**

1706D1

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Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Artem Sukharev's solution](#)**1381.**

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[Artem Sukharev's solution](#)**1382.**

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Artem Sukharev's solution](#)**1383.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Artem Sukharev's solution](#)**1384.**

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, two pointers

[Artem_Sukharev's solution](#)

1385.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Artem_Sukharev's solution](#)

1386.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[Artem_Sukharev's solution](#)

1387.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Artem_Sukharev's solution](#)

1388.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Artem_Sukharev's solution](#)

1389.

1628B

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

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

[Artem_Sukharev's solution](#)

1390.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[Artem_Sukharev's solution](#)

1391.

1621C

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

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

[Artem_Sukharev's solution](#)

1392.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[Artem_Sukharev's solution](#)

1393.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Artem_Sukharev's solution](#)

1394.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest

paths, trees, two pointers

[Artem_Sukharev's solution](#)

1395.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Artem_Sukharev's solution](#)

1396.

1586C

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

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

[Artem_Sukharev's solution](#)

1397.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Artem_Sukharev's solution](#)

1398.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[Artem_Sukharev's solution](#)

1399.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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1400.

1497E1

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Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Artem_Sukharev's solution](#)

1401.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Artem_Sukharev's solution](#)

1402.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[Artem_Sukharev's solution](#)

1403.

1516C

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

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Artem_Sukharev's solution](#)

1404.

1537D

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

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Artem_Sukharev's solution](#)

1405.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[Artem_Sukharev's solution](#)

1406.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Artem_Sukharev's solution](#)

1407.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[Artem_Sukharev's solution](#)

1408.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Artem_Sukharev's solution](#)

1409.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Artem_Sukharev's solution](#)

1410.

1337D

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

Rating: 1700 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[Artem_Sukharev's solution](#)

1411.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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1412.

1550C

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Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[Artem_Sukharev's solution](#)

1413.

1538D

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Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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1414.

630I

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Quality: 8,263 global accepts · Rating: 1700 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Artem_Sukharev's solution](#)

1415.

1529D

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Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

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1416.

1512G

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Quality: 9,394 global accepts · Rating: 1700 · first AC: 2021-04-10 · last AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

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1417.

1504D

[3-Coloring](#) · [Tutorial](#)

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

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1418.

1491C

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Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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1419.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

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1420.

1870D

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

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1421.

1859D

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Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

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1422.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

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1423.

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

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1424.

1846E2

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

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

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1425.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Artem Sukharev's solution](#)

1426.

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Artem Sukharev's solution](#)

1427.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Artem Sukharev's solution](#)

1428.

1769D1

[A,3D0C CT2D6BC C I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp

[Artem Sukharev's solution](#)

1429.

1740E

[Hanging Hearts](#) · [Tutorial](#)

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

[Artem Sukharev's solution](#)

1430.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Artem Sukharev's solution](#)

1431.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Artem Sukharev's solution](#)

1432.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[Artem Sukharev's solution](#)

1433.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Artem Sukharev's solution](#)

1434.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Artem Sukharev's solution](#)

1435.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Artem Sukharev's solution](#)

1436.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Artem Sukharev's solution](#)

1437.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Artem Sukharev's solution](#)

1438.

1635D

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Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[Artem Sukharev's solution](#)

1439.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Artem Sukharev's solution](#)

1440.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Artem Sukharev's solution](#)

1441.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Artem Sukharev's solution](#)

1442.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[Artem Sukharev's solution](#)

1443.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[Artem Sukharev's solution](#)

1444.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Artem Sukharev's solution](#)

1445.

1250B

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1446.

1582F1

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1447.

1586D

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1448.

687B

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1449.

1573C

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Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, implementation

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1450.

1556D

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1451.

1556C

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1452.

1560E

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1453.

1549D

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1454.

1554D

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1455.

1554C

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1456.

1552C

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1457.

1552D

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1458.

1534D

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Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

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1459.

1535D

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1460.

1517D

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

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1461.

1509C

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Quality: 15,313 global accepts · Rating: 1800 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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1462.

1501C

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Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Artem_Sukharev's solution](#)

1463.

1491D

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Quality: 8,287 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

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1464.

847K

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Quality: 1,923 global accepts · Rating: 1800 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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1465.

1906E

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Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

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1466.

1883G2

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1467.

1846G

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Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

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1468.

1847D

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1469.

1823D

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Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

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1470.

1799D1

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Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Artem Sukharev's solution](#)

1471.

1785B

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Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Artem Sukharev's solution](#)

1472.

1787D

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Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

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1473.

1774E

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Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

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1474.

1746D

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Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

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1475.

1738D

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Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

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1476.

1717D

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Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Artem_Sukharev's solution](#)

1477.

1715D

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Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

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1478.

1718A2

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

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1479.

1714F

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Quality: 3,663 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Artem_Sukharev's solution](#)

1480.

1704D

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Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Artem_Sukharev's solution](#)

1481.

1702G1

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Quality: 6,342 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

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1482.

1701D

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Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Artem_Sukharev's solution](#)

1483.

1689D

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1484.

1661D

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Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Artem_Sukharev's solution](#)

1485.

1650E

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Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Artem Sukharev's solution](#)

1486.

1644E

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Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[Artem Sukharev's solution](#)

1487.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Artem Sukharev's solution](#)

1488.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Artem Sukharev's solution](#)

1489.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[Artem Sukharev's solution](#)

1490.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

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1491.

1593D2

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Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

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1492.

867C

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Rating: 1900 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, ternary search

[Artem Sukharev's solution](#)

1493.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Artem Sukharev's solution](#)

1494.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

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1495.

1547F

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1496.

1543C

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Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

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1497.

1527B2

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Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

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1498.

1512F

[Education · Tutorial](#)

Quality: 6,817 global accepts · Rating: 1900 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

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1499.

1484D

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Rating: 1900 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

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1500.

1494C

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1501.

1490G

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1502.

1770D

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1503.

1764D

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Quality: 3,145 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

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1504.

1725C

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Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

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1505.

1672F1

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Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
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1506.

1657D

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Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings
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1507.

1624E

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1508.

1624F

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Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
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1509.

1616D

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1510.

1622D

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Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers
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1511.

1619F

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Quality: 2,340 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
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1512.

1620D

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1513.

1610D

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Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory
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1514.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy
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1515.

1070C

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Quality: 2,296 global accepts · Rating: 2000 · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

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1516.

1574D

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1517.

1566E

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Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

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1518.

1567D

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1519.

1561E

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Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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1520.

474C

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Quality: 3,386 global accepts · Rating: 2000 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

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1521.

466B

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Quality: 5,267 global accepts · Rating: 2000 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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1522.

1525C

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1523.

1506G

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Quality: 4,834 global accepts · Rating: 2000 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

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1524.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

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1525.

1493C

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Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-06 · last AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

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1526.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Artem_Sukharev's solution](#)

1527.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Artem_Sukharev's solution](#)

1528.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Artem_Sukharev's solution](#)

1529.

1776G

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Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

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1530.

1787E

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Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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1531.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Artem_Sukharev's solution](#)

1532.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[Artem_Sukharev's solution](#)

1533.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,146 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, strings

[Artem_Sukharev's solution](#)

1534.

1654D

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Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[Artem_Sukharev's solution](#)

1535.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

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1536.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Artem_Sukharev's solution](#)

1537.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2021-11-14 · last AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Artem_Sukharev's solution](#)

1538.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[Artem_Sukharev's solution](#)

1539.

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Artem_Sukharev's solution](#)

1540.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Artem_Sukharev's solution](#)

1541.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Artem_Sukharev's solution](#)

1542.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Artem_Sukharev's solution](#)

1543.

1551D2

[Domino \(hard version\)](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Artem_Sukharev's solution](#)

1544.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Artem_Sukharev's solution](#)

1545.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary

search

[Artem_Sukharev's solution](#)

1546.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[Artem_Sukharev's solution](#)

1547.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[Artem_Sukharev's solution](#)

1548.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Artem_Sukharev's solution](#)

1549.

1785C

[Monsters \(hard version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Artem_Sukharev's solution](#)

1550.

1769D2

[A,3D00@! CT2D6BC#C II](#)

Quality: 204 global accepts · Rating: 2200 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force

[Artem_Sukharev's solution](#)

1551.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Artem_Sukharev's solution](#)

1552.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[Artem_Sukharev's solution](#)

1553.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[Artem_Sukharev's solution](#)

1554.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[Artem_Sukharev's solution](#)

1555.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, number theory, shortest paths

[Artem Sukharev's solution](#)

1556.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Artem Sukharev's solution](#)

1557.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Artem Sukharev's solution](#)

1558.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Artem Sukharev's solution](#)

1559.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Artem Sukharev's solution](#)

1560.

1781E

[Rectangle Shrinking](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[Artem Sukharev's solution](#)

1561.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Artem Sukharev's solution](#)

1562.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Artem Sukharev's solution](#)

1563.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Artem Sukharev's solution](#)

1564.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Artem Sukharev's solution](#)

1565.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Artem Sukharev's solution](#)

1566.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Artem Sukharev's solution](#)

1567.

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Artem Sukharev's solution](#)

1568.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Artem Sukharev's solution](#)

1569.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-26 · last AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Artem Sukharev's solution](#)

1570.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[Artem Sukharev's solution](#)

1571.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Artem Sukharev's solution](#)

1572.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Artem Sukharev's solution](#)

1573.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[Artem Sukharev's solution](#)

1574.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Artem Sukharev's solution](#)

1575.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Artem_Sukharev's solution](#)

1576.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Artem_Sukharev's solution](#)

1577.

104454M

[Three cushion carom](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1578.

104454I

[Problem 3n+1](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1579.

104454J

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

Rating: — · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1580.

104454N

[Just another array problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1581.

104454D

[Bucket of sand](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1582.

104454O

[Sea Battle](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1583.

104454G

[Brass Birmingham: beer](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1584.

104454E

[Brass Birmingham: coins](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1585.

104454H

[Brass Birmingham: roads](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1586.

104454K

[To-do list](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1587.

104454B

[Shooting](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1588.

104454A

[Puzzle generator](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1589.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1590.

104757E

[Prof.-Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1591.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1592.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1593.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1594.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1595.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1596.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1597.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1598.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1599.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1600.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1601.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1602.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1603.

106144B

[Convex Interval](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1604.

106144A

[Delete the Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1605.

106144E

[Limousine Rally](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1606.

106144G

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

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1607.

106144J

[Shift the Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1608.

106144F

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1609.

106144M

[Tactical Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1610.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1611.

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1612.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1613.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1614.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1615.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1616.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1617.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1618.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1619.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1620.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1621.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1622.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1623.

104968E

[Pizza Expiry](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1624.

104968G

[Slicing the Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1625.

104968F

[Pizza Stack](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1626.

104968D

[Feeding the Kids](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1627.

104968C

[Running out of Pizza Taco](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1628.

104968B

[Pizza Slices](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1629.

104968A

[Pepperoni Paradise](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1630.

100830D

[ATD0CDO](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1631.

100830A

[AT00i5C00C°](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1632.

100830G

[B\\$50r5C0>D BD°](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1633.

100830E

[B:CT00#0 CăB C0@CT7C,,4CT=D\\$0](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1634.

100830F

[A0xDi0 >CT=C,,5](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1635.

100830I

[ASK0r5D >D CCd8D0](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1636.

100830H

[A7D40CT=C,,5 C\\$>C"AC](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1637.

100830C

[B020TBC](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1638.

100830B

[A`CC0ia,C,BC](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1639.

104064F

[Flatland Olympics · Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1640.

104064J

[Jet Set · Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1641.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1642.

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1643.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1644.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1645.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1646.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1647.

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1648.

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1649.

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1650.

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1651.

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1652.

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1653.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1654.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1655.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1656.

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1657.

104713E

[Tobacco Growing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1658.

104713D

[Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1659.

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1660.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1661.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1662.

101623K

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

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1663.

101623D

[Dunlish](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1664.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1665.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1666.

100002F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1667.

100002D

[Decoding Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1668.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1669.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1670.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1671.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1672.

104772D

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

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1673.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1674.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1675.

104764H

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

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1676.

104764F

[Seaside Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1677.

104764E

[Seacave Jellyfish](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1678.

104764D

[Jelly Swarm](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1679.

104764C

[An Odd Meal](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1680.

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1681.

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1682.

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1683.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1684.

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1685.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1686.

104375G

[Growing game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1687.

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1688.

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1689.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1690.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1691.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1692.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1693.

104014J

[My Grandfather](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1694.

104014H

[Match of the Millennium](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1695.

104014G

[BOC700](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1696.

104014F

[B\\$CDt8D·BD²À CD>D BCä?D 8CÄ5Dt0D\\$5C´LCÔ>D BC, 8 D\\$5C´5D :Cä?D°](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1697.

104014E

[A.,AD\\$>D 8Dò 2CT@D 8C•](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1698.

104014B

[B 4C·T·C·C·100](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1699.

104014D

[AÖ0 0ö;C=CTBCR C\\$>D 8C²ääà](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1700.

104014C

[A\\$5CÖMä<C B](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1701.

104014A

[A 5CÖliD.,>C' CCD>C•](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1702.

102777E

[A#OC´L·OCG\[OD\\$>D -C´5C#BD >CÔ8C#0-2020](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1703.

102777J

[Bd7C7B·CÔ0Dò 8C4@Cä2C O CD>D :C](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1704.

102777I

[A#OC·BCT1CR BC :Cä5, A.,;Cä= AÄ0D :?](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1705.

102777H

[Aö;D·rj0T4Cä2C BCT;DÄ=CäAD\\$L A AC´0CÔ0](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1706.

102777K

[B·20TAD\\$8 Cç =D4;Dà](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1707.

102777F

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1708.

102777D

[B5D8C ;D°](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1709.

102777G

[B5C6D 8D' <C 9Cä@](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1710.

102777C

[Bd2CtBcÖ0Dò 4CäAC=0](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1711.

102777B

[AöCf8CÖ4D >CÄ Cä@Ct5](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1712.

102777A

[AÄ0C=AC,,<C ;DÄ=D'9 CD5C'8D\\$5C'L](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1713.

104094K

[The Fortress Defense](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1714.

104094L

[Wires Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1715.

104094D

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1716.

104094B

[GPS Hack](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1717.

104094A

[Meeting Near the Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1718.

104094C

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1719.

104094E

[kex](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1720.

104295L

[A=DD;BC Ô;Dô3D4HC=0](#)

Rating: — · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1721.

104295J

[Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1722.

104295H

[BTKOC'C](#)

Rating: — · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1723.

104295I

[Moomin Adventures](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1724.

104295D

[B 50ÄlDò Dä<C'K](#)

Rating: — · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1725.

104295G

[A=DD;BC "CäDD ;D0](#)

Rating: — · first AC: 2023-09-20 · last AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1726.

104295B

[Spring cleaning](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1727.

104295C

[B 00=GD,,:C, D4<C,Ô<C <D°](#)

Rating: — · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1728.

104295A

[A=DD;BC2ÔGC AD°](#)

Rating: — · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1729.

104295E

[B = D + A * C](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1730.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1731.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1732.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1733.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1734.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1735.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1736.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1737.

104312I

[Square Jutsu!](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1738.

104312B

[Snack Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1739.

104312L

[3 Reasons to Eat Potato Chips](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1740.

104312G

[Anime Trading](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1741.

104312E

[Attack on Titans](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1742.

104312F

[Dragon Ball](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1743.

104312D

[Love is War](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1744.

104312K

[Monster-Slayer](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1745.

104312C

[Milk Cow](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1746.

104312A

[Dojo Duel](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1747.

100086F

[E](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1748.

100086E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1749.

100086D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1750.

100086C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1751.

100086B

[B · Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1752.

100086A

[Permutations · Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1753.

104311B

[Strange Shuffle · Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1754.

104311A

[Maximum of n Integers · Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1755.

100426C

[AäDäBä:C O Ct0CD0Dt0](#)

Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1756.

100426B

[AäCäDä@D\\$0C 5C`LCÔDò @C AD 0CD:C](#)

Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1757.

100426A

[B, T0äC`0CD:C Ô@CT2Cä;DäFC,,O](#)

Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1758.

104287E

[Cyclic Shifts · Tutorial](#)

Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1759.

104066H

[AäC0AäD\\$@D² 8 C`NCD8](#)

Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1760.

104066F

[B BD5C`>Dt=C,,:](#)

Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1761.

104066B

[Curious Box · Tutorial](#)

Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1762.

104066D

[B-0D Cä;C 0D A BD@C =C#5CÔHD\\$5C"=Cä<](#)

Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1763.

104066C

[ADDC\\$DC"BCR @C 7CD5C`8CÄADò](#)

Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1764.

104066E

[B-0CÄ0Dò AD\\$@C HCÔ0Dò 8D BCä@C,,O](#)

Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1765.

104066A

[B BD0D,,=D`5 Dt8D ;C](#)

Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1766.

104066G

[B48CD6C](#)

Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1767.

104287R

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1768.

104287A

[Are you busy?](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1769.

104287F

[Greatest Common Mutiple](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1770.

104287D

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

Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1771.

104287C

[No Sweep](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1772.

104287B

[Mountain Climbing Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1773.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, geometry, math

[Artem_Sukharev's solution](#)

1774.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, math, number theory

[Artem_Sukharev's solution](#)

1775.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, strings

[Artem_Sukharev's solution](#)

1776.

100131C

[ASKööC;C O Că1Că;CăGC#0](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1777.

102168M

[ASKööC;C O Că1Că;CăGC#0](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1778.

104261H

[Plantery Observations](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1779.

104261G

[Path to Pluto](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1780.

104261F

[Plutonian Hot Dog Stand](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1781.

104261E

[Gluing Pluto Back Together](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1782.

104261D

[Celestial Sky](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1783.

104261C

[Calibration Complications](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1784.

104261B

[Pluto Discovery!](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1785.

104261A

[Planetary Status](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1786.

104157G

[Crappy Typing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1787.

104157F

[Toilet Orders](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1788.

104157E

[Brainless Brainstorming](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1789.

104157D

[Speedy Stamping](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1790.

104157C

[Flush-tastic Throwing Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1791.

104157B

[Watch Your Sugar!](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1792.

104157A

[Printing Papers](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1793.

104135C

[A@CäH C, CCD0C`5CÖ8Dö](#)

Rating: — · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1794.

104135B

[A@CäH C, 1C,,BCä2D`5 Cä?CT@C FC,,8](#)

Rating: — · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1795.

104217E

[Snowy Hill](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1796.

104217H

[Sled Ordering](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1797.

104217G

[Journey to Nome](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1798.

104217F

[The Austin Longhorn Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1799.

104217D

[Outfit Ordeal](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1800.

104217C

[Sled Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1801.

104217B

[Max Difference](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1802.

104217A

[Swapped Signs](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1803.

103967J

[BT0C70D" C,,:C](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1804.

103967B

[A,5D00 EC,,O Dd8D\\$0CD5C 8](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1805.

103967D

[B 80A7c CTBD 8Dt=D 5 C=0D BD°](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1806.

103967G

[A05012C =D 5 C4>D BC€](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1807.

103967A

[B-BD50LC 0 C,,7 C6CD,,:C€](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1808.

103967E

[B0DD5C=BC,,2C0KC' 4C\\$8C40D\\$5C'L](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1809.

100070D

[D · Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1810.

100070C

[C · Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1811.

100070B

[B · Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1812.

100070A

[A · Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1813.

104114H

[Hanoi · Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1814.

104114G

[Gears · Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1815.

104114A

[AppendAppendAppend · Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1816.

104114N

[Nusret Gökçe · Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1817.

104180G

[Rose and Collection](#) · Tutorial

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1818.

104199L

[A12071@D0 C" D\\$5C`5](#)

Rating: — · first AC: 2023-02-22 · last AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1819.

104199K

[A4DäGcÔKCR @Cä1Cä0CÔBD°](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1820.

104199I

[A44CR16CR ?C,,FDd0??](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1821.

104199J

[A5D,0Dt8C' CCd8CÐ](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1822.

104199H

[A05CÄ5D :C€](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1823.

104199G

[Aô@C CNDt5CÔ8CR =C # <C,,=D4B](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1824.

104199E

[AÔ5TQ\\$ACR AC65Dd8C, >CD8CÔ0C#>C\\$> C6>C`5Ct=D°](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1825.

104199F

[A5CÔ2CT9CT@CÔKC' >D\\$5C`L](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1826.

104199D

[AD5CÄ1-CÔBC 6](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1827.

104199B

[B UDAD\\$0CÔ>C\\$:C <CT1CT;C€](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1828.

104199C

[A 500, Da 4 CÔKC' > D\\$5C'L](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1829.

104199A

[A 8DD8](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1830.

104180I

[A Rainy Delivery](#) · Tutorial

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1831.

104180H

[Not-so Beautiful Painting](#) · Tutorial

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1832.

104180F

[Prime Precipitation](#) · Tutorial

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1833.

104180E

[After School](#) · Tutorial

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1834.

104180D

[Grumble Gym](#) · Tutorial

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1835.

104180C

[Brownie Baking](#) · Tutorial

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1836.

104180B

[Rain Collector](#) · Tutorial

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1837.

104180A

[Weather Forecast](#) · Tutorial

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1838.

100199E

[Nice Patterns Strike Back](#) · Tutorial

Rating: — · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1839.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1840.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1841.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1842.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1843.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1844.

102946F

[Fishy Study](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1845.

102946H

[Halting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1846.

102946E

[Evenly Distributed](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1847.

102946D

[Discombobulator 3000](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1848.

102946A

[A Water Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1849.

101942C

[AöDäA-CÄ8CÖCD](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1850.

101942F

[A60D4C, <D4EC](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1851.

101942D

[A70C8D 8CÔB AÄ8CÔ>D\\$0C\\$@C](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1852.

101942B

[B5D5C\\$=Cä2C =C,,O](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1853.

101942H

[A@Cä3D 0CÄ<C ?CT@CT4C G](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1854.

101942K

[B7Cä@D\\$8C\\$=C O DD>D <C](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1855.

101942J

[B,0DTäC BCÔKC' AC'>CØ](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1856.

101942I

[A7C AD\\$5D 8Ct0Dd8Dö](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1857.

101942A

[B4D0CÄKC' 2CT@C ;Dä4](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1858.

101309G

[Game of 10 · Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1859.

101309F

[Factorial Simplification · Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1860.

101309D

[Dome of Circus · Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1861.

101309I

[Ideal Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1862.

101309E

[Evacuation Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1863.

101309A

[Alignment of Code](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1864.

103965A

[Mood Balance](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1865.

103965I

[BUDAD\\$OCÔ>C\\$:C MC=ACô>CÔOD\\$>C](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1866.

103965F

[A\\$50cjh,,2CäAD\\$L C" <CTBD >](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1867.

103965D

[AäACT=CÔ5CR ?C ;C,,=CD@Cä<C,,ICP](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1868.

103965E

[AäGCT@C](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1869.

103965J

[B4TCä@C=0 C`8D BDÄ5C](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1870.

103965B

[A@CäOD\\$=D`9 Cô;CT9C`8D B](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1871.

103965H

[AÖC\\$5C`;C ?D > CäACT=DA](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1872.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1873.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1874.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1875.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1876.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1877.

103049C

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

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1878.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1879.

103451E

[One more splitting problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1880.

103451I

[Krosh and bit operations](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1881.

103451A

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1882.

103451H

[Krosh and permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1883.

103451J

[Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1884.

103451D

[Krosh and powers of two](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1885.

103938I

[Moldy Sandwich](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1886.

103938J

[Quantum Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1887.

103938H

[Competing Clubs](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1888.

103938G

[Larry Longsleeves](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1889.

103938F

[Bat-shoe Toss](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1890.

103938E

[Diverse Debaters](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1891.

103938D

[Hardcore Haircuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1892.

103938C

[Robot Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1893.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1894.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1895.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1896.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1897.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1898.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1899.

103921D

[Coats of Paint](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1900.

103920B

[Anya's Rocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1901.

103920A

[Truck Driver](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1902.

103870I

[Counting Flags](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1903.

103870F

[Cloning](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1904.

103870H

[Zero Trust](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1905.

103870G

[XOR Fun](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1906.

103870E

[Mixed Economy](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1907.

103870D

[Penalty](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1908.

103870C

[Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1909.

103870B

[Sanity](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1910.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1911.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1912.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1913.

103921C

[Earthbending years](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1914.

103274G

[Game of Baker](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1915.

103274A

[Alien Crop Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1916.

103274I

[Introducing Teleporting Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1917.

103274J

[Just Send the Email](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1918.

103274F

[Fixing Subtitles](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1919.

103274M

[Moon Dancers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1920.

103274E

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1921.

103274K

[Kids at the Party](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1922.

103274L

[Leonel and the powers of two](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1923.

103274C

[Cypher Decypher](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1924.

103895J

[Dragon Buffs](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1925.

103895I

[Tyrannosaurus Typing](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1926.

103895H

[Penguin Problems](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1927.

103895G

[Carrot Thief](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1928.

103895F

[Rats Rats](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1929.

103895E

[Feed Worm](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1930.

103895D

[Owl Defense](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1931.

103895C

[Ellie the Elephant](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1932.

103895B

[Cows Drink Milk](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1933.

103895A

[Love Your Llama](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1934.

103488K

[Klee and Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1935.

103488H

[Hile and Subsequences' MEX](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1936.

103488I

[If I Catch You](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1937.

103488E

[Equality](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1938.

103488G

[Generate 7 Colors](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1939.

103488F

[Future Vision](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1940.

103488J

[Jiubei and Codeforces](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1941.

103488L

[Lexicographic Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1942.

103488C

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

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1943.

103488D

[Diseased String](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1944.

103488B

[Boboge and Tall Building](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1945.

103488A

[All in!](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1946.

103736J

[IHI's Magic String](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1947.

103736E

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1948.

103736D

[Tree Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1949.

103736F

[Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1950.

103736C

[Check Problems](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · last AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1951.

103736B

[New String](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · last AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1952.

103736A

[Hello, ACMer!](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · last AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1953.

103145H

[Loneliness](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1954.

103145D

[Lowbit](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1955.

103145J

[Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1956.

103145C

[Vertex Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1957.

103145A

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1958.

103145M

[Master of Shuangpin](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1959.

103145K

[City](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1960.

103145E

[Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1961.

103145I

[Takeaway](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1962.

103411E

[Empires](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1963.

103411I

[Determine The Lap Length](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1964.

103411J

[Juggle Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1965.

103411L

[AGTC Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1966.

103411G

[A=0DUBDÀ Dt8D ;C À CD2C 7C :C`8CÔ0CÔ8Dð](#)

Rating: — · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1967.

103411H

[A18C6=Cä7](#)

Rating: — · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1968.

103411C

[A\\$A00x0 JCT<C`ND`0Dð C ;C :D\\$8D15D :C O AÄ0C48D BD 0C`LCÔ0Dð !CTBDÀ](#)

Rating: — · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1969.

103411K

[Shark Attack](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1970.

103411F

[B U040 GC \\$C,,1Cä=C GDt8](#)

Rating: — · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1971.

103411D

[A · Tutorial](#)

Rating: — · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1972.

103411B

[A · Tutorial](#)

Rating: — · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1973.

103411A

[A · Tutorial](#)

Rating: — · first AC: 2022-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1974.

103810C

[B · Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1975.

103810B

[A · Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1976.

103810A

[B · Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1977.

100135E

[E · Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1978.

100135D

[D · Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1979.

100135C

[C · Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1980.

100135B

[B · Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1981.

100135A

[A · Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1982.

103664E

[A70D=BCäHC=0](#)

Rating: — · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1983.

103664H

[B70D>C\\$IC,,:](#)

Rating: — · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1984.

103664F

[B_10ä@!D 2C,,4CTBCT;DÄAC=8DR ?Cä:C 7C =C,,9](#)

Rating: — · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1985.

103664C

[B\\$5D=BCÖ0 D\\$5D ?CT=C,,5](#)

Rating: — · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1986.

103664G

[A71CT4CT=CÔ>CR 2D 5CÄO](#)

Rating: — · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1987.

103664J

[A71D=BC\\$;CT=C,,0](#)

Rating: — · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1988.

103664B

[A 70LiD,,8CR MC= @C =D°](#)

Rating: — · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1989.

103664D

[A71CÄ5CÐ](#)

Rating: — · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1990.

103664I

[B\\$@CTCC4>C`LCÔKCR GC,,AC`0](#)

Rating: — · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1991.

103664A

[B BCj@CT@D°](#)

Rating: — · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1992.

103665L

[A >C00i@CT<D2 :C : D 0Cp](#)

Rating: — · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1993.

103665K

[B 50€CTAD\\$=Câ5 D GC AD\\$LCP](#)

Rating: — · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1994.

103665J

[B410â@C#0](#)

Rating: — · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1995.

103665G

[B 50€D](#)

Rating: — · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1996.

103665I

[AD>CÂD,,=DôO D 0C >D\\$0](#)

Rating: — · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1997.

103665H

[AD2Câ8Dt=C O Cô>D ;CT4Câ2C BCT;DÄ=CâAD\\$L](#)

Rating: — · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1998.

103665E

[A 10€CâP C 2D,,8CR AC`8D\\$:C€](#)

Rating: — · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

1999.

103665D

[Game of stones · Tutorial](#)

Rating: — · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2000.

103665C

[AD>DrBC 2C#0 CÔ>C\\$>D BC€](#)

Rating: — · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2001.

103665B

[Aô5D1âC\\$>CDGC,,:](#)

Rating: — · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2002.

103665A

[B 50,50 CÔ8CR 7C 4C G](#)

Rating: — · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2003.

103666J

[A 10,1€C€](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2004.

103666H

[B T C s D](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2005.

103666I

[A O C d e C ä 1 C ä ; D Ä H C R 7 C ä ; C ä B C](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2006.

103666G

[ASCII-C 4 @ C a DC ,,: C](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2007.

103666F

[A Ä D D r A C , < C B D Q D ,,: C €](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2008.

103666E

[B T C ä @ C Ö 0 D ò . C ö 8 D \\$ 5 D 0](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2009.

103666D

[B : 7 C ä @ D " 8 C ' 8 C T 4 C](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2010.

103666C

[A Ä D D r A C , , 0 C Ö A C # 8 C R = C ä ; C ,,: C €](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2011.

103666B

[B \\$ @ C ä 9 C Ö > C ' \\$ C , , 1 C ä = C G D t 8](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2012.

103666A

[A ; E # C Ä C ö > C Ä = C , 2 C ä 7 D 0 D B A \\$ 8 D \\$ 8 !](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2013.

103647D

[Parrot Riddles · Tutorial](#)

Rating: — · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2014.

103647C

[Peacock Party · Tutorial](#)

Rating: — · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2015.

103647B

[Friendly Flamingos](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2016.

103647A

[Night Nesting](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2017.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2018.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2019.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2020.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2021.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2022.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2023.

103483G

[The Math of Sailing](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2024.

103483H

[Lots of Parabolas](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2025.

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · last AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2026.

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2027.

103483F

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

Rating: — · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2028.

103483D

[Exam registration](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2029.

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2030.

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2031.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2032.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2033.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2034.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2035.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2036.

1663C

[P Ò! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, math

[Artem_Sukharev's solution](#)

2037.

1663A

[Who Tested? · Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, expression parsing, trees

[Artem_Sukharev's solution](#)

2038.

100850D

[Aö@CäD" <CTGD\\$K](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2039.

100850H

[AäBDiQD" >C >D,,8C :C E](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2040.

100850E

[A:UÖÖäCÄ0D\\$5C`LCÔ>CR 4CT6D4@D BC\\$>](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2041.

100850J

[Aö@CäAD\\$0Dò ?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BDÂ FC,,DD](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2042.

100850I

[AäTÖÄ5CÒ 2C ;DäBD°](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2043.

100850A

[A 3D>CÔ>CÄÔ;Dä1C,,BCT;DÄ](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2044.

100850F

[B:UÖÖäCö>Cd0D\\$8Dö](#)

Rating: — · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2045.

103286A

[B:CÖD>C`LDB 8 Aä A@](#)

Rating: — · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2046.

101187D

[IQ D\\$5DöBäC;Dò @Cä1CäBCä2](#)

Rating: — · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2047.

101187B

[A 2D\\$äC CD](#)

Rating: — · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2048.

101187C

[A4DdD'5 C`KCd8](#)

Rating: — · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2049.

101187I

[AaDfGcCÔKC' <C ;DÄGC,,:](#)

Rating: — · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2050.

101187K

[«A..ACD;DäGC ND"5CR 8C'8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2051.

101187A

[A1305D\\$KCR AC'8D\\$:C€](#)

Rating: — · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2052.

103562C

[Cinder](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2053.

103562B

[Watch Your Sugar!](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2054.

103562A

[Phone Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2055.

103584C

[Redwoods](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2056.

103584B

[White Goosefoot](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2057.

103584A

[New Garden](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2058.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2059.

103388M

[Monarchy in Vertigo](#) · Tutorial

Rating: — · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2060.

103388C

[Creating Multiples](#) · Tutorial

Rating: — · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2061.

103388G

[Getting in Shape](#) · Tutorial

Rating: — · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2062.

103388E

[Escalator](#) · Tutorial

Rating: — · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2063.

103388H

[Handling the Blocks](#) · Tutorial

Rating: — · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2064.

103388K

[Kathmandu](#) · Tutorial

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2065.

103600J

[BTC&D&D : C O D\\$>Dt=C&AD\\$L](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2066.

103600I

[Two Operations](#) · Tutorial

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2067.

103600L

[Grass Field](#) · Tutorial

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2068.

103600K

[Class Optimization](#) · Tutorial

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2069.

103600B

[Blinds](#) · Tutorial

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2070.

103600G

[Resolution](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2071.

103600A

[Aä70Ct@C FC,,8 D 4CT2DôBC#0CÄ8](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2072.

103585I

[Baobab](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2073.

103585J

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

Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2074.

103585G

[Perfect Cacti: Part 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2075.

103585F

[Giant Sequoia](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2076.

103585E

[Truffula Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2077.

103585D

[Collecting Syrup](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2078.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2079.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2080.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2081.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2082.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2083.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2084.

103577L

[Convert to heap](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2085.

103577E

[Molecules](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · last AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2086.

103577B

[Blockchain](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2087.

103577C

[Corona](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2088.

1035323

[B&C](#)

Rating: — · first AC: 2022-02-14 · last AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2089.

1035322

[A&B](#)

Rating: — · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2090.

1035321

[B&C](#)

Rating: — · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2091.

103496D

[Decorum Sensing](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2092.

103496C

[Caught in Candy](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2093.

103496B1

[Basketbology \(Decision\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2094.

103496A

[Alice, Bob, and Cindy, and Dani](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2095.

1034714

[Aö>0DäAC'5CD>C\\$0D\\$5C'LCÔ>D BDÂ 8 Cö>CD<C AD 8C](#)

Rating: — · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2096.

1034713

[AT20onD 0D 8D" 4CäAC=C](#)

Rating: — · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2097.

1034712

[BDBDn0, =C ?Cä;CP](#)

Rating: — · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2098.

1034711

[A=0CÄ5CÔL C" <Cä@CP](#)

Rating: — · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2099.

103446D

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

Rating: — · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2100.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2101.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2102.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2103.

103455B

[Prize Change](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2104.

103455A

[Fundraising the Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2105.

103456H

[Maze Escape Pt. II](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2106.

103456I

[Exiting the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2107.

103456E

[Ppopgi](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2108.

103456G

[Marbles Pt. I](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2109.

103456J

[Dastardly Dalgona](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2110.

103456D

[Tug of War](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2111.

103456C

[Red Light Green Light](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2112.

103456F

[Maze Escape Pt. I](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2113.

103414C

[Moving Cells](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2114.

103414H

[Octopus Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2115.

103414K

[Work or Sleep!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2116.

103414B

[Guess the Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2117.

103414D

[Army of Clones](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2118.

103414I

[Third Group Exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2119.

103414E

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2120.

103414J

[Computational ethnography](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2121.

103414A

[Friendly Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2122.

103347A

[Ophelia's Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2123.

103380B

[North Pole Retirement](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2124.

103380A

[Sad Santa](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2125.

103379G

[Santa's New Sled](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2126.

103379E

[Grandest Wreath](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2127.

103379D

[Lazy Santa](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2128.

103379C

[Sled Tracks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2129.

103369I

[B\\$0D4C00Dò 7C 4C GC](#)

Rating: — · first AC: 2021-11-10 · last AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2130.

103369J

[AD5D\\$A0u80' AC 4C,,: <<B\\$>D <Cä7Cä:>>](#)

Rating: — · first AC: 2021-11-10 · last AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2131.

103369H

[ATICR>@D=C 8C4@C A DD8D,,:C <C€](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2132.

103369F

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

Rating: — · first AC: 2021-11-10 · last AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2133.

103369A

[Frog traveler](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2134.

103369B

[B4E0j;B\\$>Cd5C08CR <C AD 8C\\$0](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2135.

103367I

[A4@D4H =C %D0;C´>D48CĐ](#)

Rating: — · first AC: 2021-11-04 · last AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2136.

103367A

[A670Cä1C'5CÄK D :CäAD\\$NCÄ>CÄ](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2137.

103367G

[A67D\\$@CäHCT=C,,5 C\\$KC\\$5D :C€](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2138.

103367J

[A,,40T0C`LCÔ>CR ?Cä:D KD\\$8CR BD 5D43Cä;DÄ=C,,:C <C€](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2139.

103367B

[B4AD\\$@C HC ND"8C' ?C ;C,,=CD@Cä<](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2140.

103367C

[A0DD\\$@D4;DÄ MC=7Cä@Dd8D BCä2](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2141.

103367H

[A0DD=Cä5 C6CC40C08CP](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2142.

103367D

[A78C40D :CT;CTBD°](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2143.

103367F

[B 8D\\$C ; CäGC,,ICT=C,,O](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2144.

103367E

[A0CCD=Cä <CT=DÄHCR 4Cä@Cä3!](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2145.

100519I

[Interactive Primes Guessing · Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2146.

100519B

[Bring Your Own Bombs · Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2147.

100519G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2148.

100519E

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2149.

100519C

[CIA Datacenter](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2150.

100519A

[Advanced 2048](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2151.

100519F

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2152.

100519D

[Do it Right!](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2153.

102396F

[Metro 2345](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2154.

102396C

[Jet Trains](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2155.

102396G

[Weight Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2156.

102396E

[Unique Solution](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2157.

102396I

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2158.

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2159.

102396H

[Checking Answers to Test](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2160.

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2161.

100610F

[Frames](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2162.

100610C

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

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2163.

100610H

[Horrible Truth](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2164.

100610K

[Kitchen Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2165.

100610A

[Alien Communication Masterclass](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2166.

100610I

[Ideal Contest](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2167.

100610D

[Defense of a Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2168.

100610E

[Explicit Formula](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2169.

103256B

[Huron Jam](#) · Tutorial

Rating: — · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2170.

103256A

[Coffee Bar](#) · Tutorial

Rating: — · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2171.

100083E

[A@CäBC,,2Cä?Cä6C @CÔ0Dò 1CT7Cä?C ACÔ>D\\$L](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2172.

100083F

[A@CÔ1CT=C AC FC,,O C4@C DC](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2173.

100083D

[B\\$>Dri0, ACäGC'5CÔ5CÔ8Dö](#)

Rating: — · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2174.

100083C

[Aä*Di8D°](#)

Rating: — · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2175.

100083B

[A@C@ACç FC,,:C'0](#)

Rating: — · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2176.

100083A

[A@C@4Cä:](#)

Rating: — · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2177.

100623F

[Fenwick Tree](#) · Tutorial

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2178.

100623I

[Important Wires](#) · Tutorial

Rating: — · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2179.

100623B

[Billboard](#) · Tutorial

Rating: — · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2180.

100623E

[Enchanted Mirror](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2181.

100623C

[Class](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2182.

100623K

[Key to Success](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2183.

100623D

[Deposits](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2184.

100623H

[Holes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2185.

103294I

[Sling Ring](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2186.

102944I

[Isle Royale](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2187.

102944D

[Detroit](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2188.

102944G

[Grand Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2189.

102944F

[Flint](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2190.

102944E

[East Lansing](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2191.

102944J

[Jackson](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2192.

102944C

[Canton](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2193.

102944A

[Ann Arbor](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2194.

103294H

[Land Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2195.

103294G

[Spar-Lord's Voyage](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2196.

103294F

[Civil War](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2197.

103294E

[Ratman's Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2198.

103294D

[Cornfield Chase](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2199.

103294C

[Bugged Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2200.

103294B

[Lifting Stones](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2201.

103294A

[Journey Home](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2202.

102409D

[Lottery Ticket](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2203.

102409J

[Best division](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2204.

102409C

[Xor in Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2205.

102409H

[Maximizing Coins](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2206.

102409G

[Ironical Solution 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2207.

102409E

[Googles wants to maximize](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2208.

102409I

[Thanos's snap](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2209.

102409B

[Xor Sums](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2210.

102409A

[Easy Math](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · PyPy 3 (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2211.

102409F

[Ironical Solution 1](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2212.

1570D

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

Rating: — · first AC: 2021-10-03 · Kotlin 1.5 (first AC) · Tags: *special, implementation

[Artem_Sukharev's solution](#)

2213.

100765J

[Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2214.

100765F

[Boring. Hot. Summer...](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2215.

100765I

[Mars Stomatology](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2216.

100765E

[Train](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2217.

100765D

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · Python 3 (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2218.

100765G

[BHTML 1.0](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2219.

100765A

[Sasha vs. Kate](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2220.

100765B

[Fair-play](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2221.

1570C

[Shooting](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · Kotlin 1.4 (first AC) · Tags: *special, greedy, implementation

[Artem_Sukharev's solution](#)

2222.

1570B

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · Kotlin 1.4 (first AC) · Tags: *special, math

[Artem_Sukharev's solution](#)

2223.

1570A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: *special

[Artem_Sukharev's solution](#)

2224.

102051I

[Nate and Integer Coefficient](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2225.

102051H

[Nate and High School Nakama](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2226.

102051G

[Nate and Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2227.

102051A

[Nate and Actual 3D Girls](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2228.

102051C

[Nate and Contest Invitation](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2229.

102051D

[Nate and Dimension-Hopping Money](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2230.

102051B

[Nate and Bones](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2231.

102051F

[Nate and Fan Meet-and-Greet](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2232.

101911F

[Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2233.

101911C

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2234.

101911H

[Theater Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2235.

103286H

[B-COD>C`LDB 8 CD2Cä8Dt=C O Ct0C40CD:C CT>CÔ0D 4Cà](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2236.

103286E

[B-COD>C`LDB 8 DD>C=C`CD K](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2237.

101650K

[Kennings](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2238.

101650G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2239.

101650H

[Halloween holidays](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2240.

101650B

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2241.

101650J

[Japanese Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2242.

103091L

[Ambiguous](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2243.

103091B

[Dots and Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2244.

103091E

[Longest Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2245.

103091I

[Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2246.

103091C

[Meta Frequency](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2247.

103091K

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2248.

103091H

[War](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2249.

103091J

[Valid Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2250.

103091A

[Happy XOR, Sad XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2251.

103091N

[Parity](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2252.

102215I

[Painting a Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2253.

102215C

[Jumps on a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2254.

102215A

[Rooms and Passages](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2255.

102215B

[Rearrange Columns](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2256.

101172D

[ABC01dD5\\$KCR 4Cä@Cä3C€](#)

Rating: — · first AC: 2021-09-12 · last AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2257.

101172J

[AÔ>C\\$K' GCT<Cä4C =](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2258.

101172H

[B\\$OC'äD`5 Cα>CÄ=C BD°](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2259.

101172C

[A\\$CÔHCT1CÔKCR AD4ICTAD\\$2C](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2260.

101172G

[B 20T@Cα0DäIC,,5 Cö;DäAD°](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2261.

101172A

[A FDo\\$CÄ0CÔBD4;D°](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2262.

101172F

[A.,B Cä3Cä2C O CäFCT=Cα0](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2263.

101172I

[Aö>Oja Cα8](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2264.

101172B

[B 0C40T;CT=C,,5 C <D4;CTBC](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2265.

103117E

[Don't Really Like How The Story Ends · Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2266.

103117H

[Nihongo wa Muzukashii Desu · Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2267.

103117L

[Spicy Restaurant · Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2268.

103117B

[Hotpot](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2269.

103117D

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2270.

103117M

[True Story](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2271.

103117A

[Chuanpai](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2272.

103117K

[K-skip Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2273.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2274.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2275.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2276.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2277.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2278.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2279.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2280.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2281.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2282.

103202F

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

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2283.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2284.

101585B

[Big Triangle on The Moon](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2285.

100168D

[Aö;Cä10 4DÂ BD 5D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2021-08-22 · last AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2286.

100168C

[Aö;Cä10 4DÂ <CÔ>C4>D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2287.

100168B

[B43Cä;CÄ5Cd4D2 2CT:D\\$>D 0CÄ8](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2288.

100168A

[Aö;Cä10 =D`9 D43Cä; D\\$>Dt:C€](#)

Rating: — · first AC: 2021-08-22 · last AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2289.

101585E

[Fill the Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2290.

101585F

[Buddy numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2291.

101585C

[Closing Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2292.

101585L

[Fibonacci Equation](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2293.

101585A

[Add, Sub and Count Ones](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2294.

101585G

[Gmoogle](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2295.

103241N

[Teleport](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · last AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2296.

103241M

[Shion's Feast](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · last AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2297.

103241L

[Cooked Fish \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · last AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2298.

103241K

[Necklaces](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · last AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2299.

103241J

[Making Stonks](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · last AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2300.

103241I

[Chessbot's Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · last AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2301.

103241H

[Position of Set](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · last AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2302.

103241G

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

Rating: — · first AC: 2021-08-11 · last AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2303.

103241F

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · last AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2304.

103241E

[Calculating Costs](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · last AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2305.

103241D

[Abc's \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · last AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2306.

103241C

[Lattice Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · last AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2307.

103241B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · last AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2308.

103241A

[P=NP](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · last AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2309.

103241O

[Kanna's Field of Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2310.

100140C

[k-D 2D07CÔ>D BDÀ](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2311.

100140A

[AÄ00pA<C ;DÄ=D'9 Cö>D\\$>C](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2312.

102767A

[Favourite Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2313.

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2314.

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · last AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2315.

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · last AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2316.

102433L

[Carry Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2317.

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2318.

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2319.

102433C

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

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2320.

1531C

[B 8CÄ=CTBD 8Dt=D'9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dp

[Artem_Sukharev's solution](#)

2321.

1531B1

[AÄ=CÖ8D\\$>D 8CÖ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Artem_Sukharev's solution](#)

2322.

1531B2

[AÄ=CÖ8D\\$>D 8CÖ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Artem_Sukharev's solution](#)

2323.

1531A

[At8C030T@hicolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Artem_Sukharev's solution](#)

2324.

102185A

[AÄD0C\\$LC,,=D'9 CD5D 0CÔB](#)

Rating: — · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2325.

102185H

[LOCALC++ · Tutorial](#)

Rating: — · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2326.

102185D

[AT2D1A C\\$8CD5CÔ8CP](#)

Rating: — · first AC: 2021-04-11 · last AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2327.

102185E

[BFDIGÔO](#)

Rating: — · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2328.

102185G

[A4D1A Dô=CD0](#)

Rating: — · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2329.

102185F

[B\\$D01A C'8CÄ8D](#)

Rating: — · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2330.

102185J

[A5D1A C'5CÔ8CR :D >C#>CD8C'>C](#)

Rating: — · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2331.

102185B

[BD801A C,,@Cä2C =CÔ0Dò FCT=C](#)

Rating: — · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2332.

102784H

[Slime-inator · Tutorial](#)

Rating: — · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2333.

101136G

[A4D1A C\\$>C'>CÄ:C](#)

Rating: — · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2334.

101136E

[B5D8C](#) ;

Rating: — · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2335.

101136B

[A5CÄ5DT0 D ?D 0C\\$0](#)

Rating: — · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2336.

101136K

[B\\$OC00;CÄODt8 C, '8D :C'NDt0DäICT5 C,,;C'°](#)

Rating: — · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2337.

101136I

[Aä?CT@FC,,O «Aô5D 5D BC =Cä2C#0»](#)

Rating: — · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2338.

101136J

[B\\$ODÄCÔ>D BC, ?CT@CT?C,,AC#8](#)

Rating: — · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2339.

101136A

[A->DüDl,>C' :D CC4;D'9 D BCä;](#)

Rating: — · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2340.

101136D

[B0A6u0C'0D\\$>D](#)

Rating: — · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2341.

101136H

[«A#BCÄFCäGCTB D BC BDÂ <C,,;C'8Cä=CT@Cä?»](#)

Rating: — · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2342.

102757D

[Best Thing Since Sliced Bread · Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2343.

102757F

[Maze Design · Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2344.

102757E

[Hieroglyph Sequences · Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2345.

102757C

[Light Festival](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2346.

102757B

[Modern Gladiator](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2347.

102757A

[Time Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2348.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2349.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · MS C++ 2017 (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2350.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2351.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2352.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2353.

101788H

[Captcha](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · MS C++ 2017 (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2354.

101788G

[B,8DD@Cä2C =CÔKC' :C ;DÄ:D4;DôBCä@](#)

Rating: — · first AC: 2020-09-20 · MS C++ 2017 (first AC) · Tags: —

[Artem_Sukharev's solution](#)

2355.

101788A

[B U0m10,,5CÔ8CR <C AD 8C\\$0](#)

Rating: — · first AC: 2020-09-20 · MS C++ 2017 (first AC) · Tags: —

