

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

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# Unique solved — Artyom123

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

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

Filters: none

Count: 597

1.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: [implementation](#), [math](#)  
[Artyom123's solution](#)

2.

1652B

[Prefix Removals](#) · [Tutorial](#)

Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: [strings](#)  
[Artyom123's solution](#)

3.

1652A

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

Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#), [implementation](#), [sortings](#)  
[Artyom123's solution](#)

4.

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#), [strings](#)  
[Artyom123's solution](#)

5.

1584A

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

Quality: 15,537 global accepts · Rating: 800 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: [math](#)  
[Artyom123's solution](#)

6.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: [math](#)  
[Artyom123's solution](#)

7.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: [math](#)  
[Artyom123's solution](#)

8.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: [implementation](#)  
[Artyom123's solution](#)

9.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: [sortings](#), [strings](#)  
[Artyom123's solution](#)

10.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Artyom123's solution](#)

**11.**

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Artyom123's solution](#)

**12.**

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Artyom123's solution](#)

**13.**

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Artyom123's solution](#)

**14.**

1482A

[Prison Break](#) · [Tutorial](#)

Quality: 21,295 global accepts · Rating: 800 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: math

[Artyom123's solution](#)

**15.**

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,264 global accepts · Rating: 800 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Artyom123's solution](#)

**16.**

1413A

[Finding Sasuke](#) · [Tutorial](#)

Quality: 15,292 global accepts · Rating: 800 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Artyom123's solution](#)

**17.**

1409A

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

Quality: 80,422 global accepts · Rating: 800 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Artyom123's solution](#)

**18.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[Artyom123's solution](#)

**19.**

1385B

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

Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Artyom123's solution](#)

**20.**

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,337 global accepts · Rating: 800 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: math

[Artyom123's solution](#)

**21.**

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[Artyom123's solution](#)

**22.**

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[Artyom123's solution](#)

**23.**

1398B

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings  
[Artyom123's solution](#)

**24.**

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,789 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math  
[Artyom123's solution](#)

**25.**

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation  
[Artyom123's solution](#)

**26.**

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[Artyom123's solution](#)

**27.**

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Artyom123's solution](#)

**28.**

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,809 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[Artyom123's solution](#)

**29.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,592 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[Artyom123's solution](#)

**30.**

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory  
[Artyom123's solution](#)

**31.**

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,876 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Artyom123's solution](#)

**32.**

1372A

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

Quality: 33,481 global accepts · Rating: 800 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Artyom123's solution](#)

**33.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,260 global accepts · Rating: 800 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[Artyom123's solution](#)

**34.**

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,181 global accepts · Rating: 800 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[Artyom123's solution](#)

**35.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Artyom123's solution](#)

**36.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,470 global accepts · Rating: 800 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Artyom123's solution](#)

**37.**

1352A

[Sum of Round Numbers](#) · [Tutorial](#)

Quality: 104,114 global accepts · Rating: 800 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Artyom123's solution](#)

**38.**

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Artyom123's solution](#)

**39.**

1348A

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

Quality: 42,849 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Artyom123's solution](#)

**40.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,133 global accepts · Rating: 800 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Artyom123's solution](#)

**41.**

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: implementation, strings

[Artyom123's solution](#)

**42.**

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
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**43.**

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Artyom123's solution](#)

**44.**

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[Artyom123's solution](#)

**45.**

1180A

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

Quality: 27,427 global accepts · Rating: 800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math  
[Artyom123's solution](#)

**46.**

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[Artyom123's solution](#)

**47.**

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Artyom123's solution](#)

**48.**

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Artyom123's solution](#)

**49.**

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[Artyom123's solution](#)

**50.**

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[Artyom123's solution](#)

**51.**

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[Artyom123's solution](#)

**52.**

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,347 global accepts · Rating: 800 · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[Artyom123's solution](#)

**53.**

978B

[File Name](#) · [Tutorial](#)

Quality: 40,910 global accepts · Rating: 800 · first AC: 2018-05-13 · last AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[Artyom123's solution](#)

**54.**

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,645 global accepts · Rating: 800 · first AC: 2018-09-06 · last AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Artyom123's solution](#)

**55.**

1031A

[Golden Plate](#) · [Tutorial](#)

Quality: 13,396 global accepts · Rating: 800 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Artyom123's solution](#)

**56.**

1047A

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

Quality: 21,286 global accepts · Rating: 800 · first AC: 2018-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[Artyom123's solution](#)

**57.**

1030A

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

Quality: 171,455 global accepts · Rating: 800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artyom123's solution](#)

**58.**

1015A

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

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artyom123's solution](#)

**59.**

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Artyom123's solution](#)

**60.**

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artyom123's solution](#)

**61.**

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,213 global accepts · Rating: 800 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artyom123's solution](#)

**62.**

978A

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

Quality: 30,731 global accepts · Rating: 800 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Artyom123's solution](#)

**63.**

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[Artyom123's solution](#)

**64.**

952A

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

Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: \*special, math

[Artyom123's solution](#)

**65.**

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 800 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: graphs

[Artyom123's solution](#)

**66.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,378 global accepts · Rating: 900 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Artyom123's solution](#)

**67.**

1584C

[Two Arrays](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Artyom123's solution](#)

**68.**

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Artyom123's solution](#)

**69.**

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,073 global accepts · Rating: 900 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[Artyom123's solution](#)

**70.**

1374B

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

Quality: 71,586 global accepts · Rating: 900 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[Artyom123's solution](#)

**71.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,209 global accepts · Rating: 900 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math

[Artyom123's solution](#)

**72.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,389 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Artyom123's solution](#)

**73.**

1225A

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

Quality: 16,624 global accepts · Rating: 900 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: math

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**74.**

1175A

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

Quality: 19,766 global accepts · Rating: 900 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Artyom123's solution](#)

**75.**

1197A

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

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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**76.**

1204B

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

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

[Artyom123's solution](#)

**77.**

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[Artyom123's solution](#)

**78.**

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Artyom123's solution](#)

**79.**

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2018-10-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Artyom123's solution](#)

**80.**

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Artyom123's solution](#)

**81.**

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Artyom123's solution](#)

**82.**

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Artyom123's solution](#)

**83.**

870A

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

Quality: 10,787 global accepts · Rating: 900 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: brute force, implementation

[Artyom123's solution](#)

**84.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Artyom123's solution](#)

**85.**

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Artyom123's solution](#)

**86.**

1277A

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

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Artyom123's solution](#)

**87.**

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,848 global accepts · Rating: 1000 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[Artyom123's solution](#)

**88.**

1395A

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

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Artyom123's solution](#)

**89.**

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Artyom123's solution](#)

**90.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,917 global accepts · Rating: 1000 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Artyom123's solution](#)

**91.**

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Artyom123's solution](#)

**92.**

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,080 global accepts · Rating: 1000 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Artyom123's solution](#)

**93.**

1225B1

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

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artyom123's solution](#)

**94.**

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Artyom123's solution](#)

**95.**

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Artyom123's solution](#)

**96.**

1204A

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

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[Artyom123's solution](#)

**97.**

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Artyom123's solution](#)

**98.**

991A

[If at first you don't succeed... · Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**99.**

1041B

[Buying a TV Set · Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[Artyom123's solution](#)

**100.**

1036A

[Function Height · Tutorial](#)

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

[Artyom123's solution](#)

**101.**

1040A

[Palindrome Dance · Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Artyom123's solution](#)

**102.**

978C

[Letters · Tutorial](#)

Quality: 29,823 global accepts · Rating: 1000 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Artyom123's solution](#)

**103.**

939B

[Hamster Farm · Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: implementation

[Artyom123's solution](#)

**104.**

1904B

[Collecting Game · Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Artyom123's solution](#)

**105.**

1594B

[Special Numbers · Tutorial](#)

Quality: 22,137 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[Artyom123's solution](#)

**106.**

1523B

[Lord of the Values · Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Artyom123's solution](#)

**107.**

1534B

[Histogram Ugliness · Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Artyom123's solution](#)

**108.**

1413B

[A New Technique · Tutorial](#)

Quality: 12,013 global accepts · Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Artyom123's solution](#)

**109.**

1227A

[Math Problem](#) · [Tutorial](#)

Quality: 10,267 global accepts · Rating: 1100 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[Artyom123's solution](#)

**110.**

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Artyom123's solution](#)

**111.**

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,924 global accepts · Rating: 1100 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Artyom123's solution](#)

**112.**

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Artyom123's solution](#)

**113.**

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Artyom123's solution](#)

**114.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Artyom123's solution](#)

**115.**

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Artyom123's solution](#)

**116.**

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Artyom123's solution](#)

**117.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[Artyom123's solution](#)

**118.**

1332A

[Exercising Walk](#) · [Tutorial](#)

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

[Artyom123's solution](#)

**119.**

1030B

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

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2018-09-23 · last AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[Artyom123's solution](#)

## 120.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[Artyom123's solution](#)

## 121.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[Artyom123's solution](#)

## 122.

1112A

[Technogoblet of Fire](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Artyom123's solution](#)

## 123.

1015C

[Songs Compression](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[Artyom123's solution](#)

## 124.

1038B

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

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Artyom123's solution](#)

## 125.

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[Artyom123's solution](#)

## 126.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,339 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings  
[Artyom123's solution](#)

## 127.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[Artyom123's solution](#)

## 128.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings  
[Artyom123's solution](#)

## 129.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[Artyom123's solution](#)

**130.**

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1200 · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[Artyom123's solution](#)

**131.**

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Artyom123's solution](#)

**132.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Artyom123's solution](#)

**133.**

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Artyom123's solution](#)

**134.**

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,613 global accepts · Rating: 1200 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Artyom123's solution](#)

**135.**

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,653 global accepts · Rating: 1200 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[Artyom123's solution](#)

**136.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Artyom123's solution](#)

**137.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[Artyom123's solution](#)

**138.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Artyom123's solution](#)

**139.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[Artyom123's solution](#)

**140.**

1352C

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

Quality: 69,767 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Artyom123's solution](#)

**141.**

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Artyom123's solution](#)

**142.**

1339B

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

Quality: 28,343 global accepts · Rating: 1200 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Artyom123's solution](#)

**143.**

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[Artyom123's solution](#)

**144.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Artyom123's solution](#)

**145.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Artyom123's solution](#)

**146.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Artyom123's solution](#)

**147.**

1343C

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

Quality: 44,066 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Artyom123's solution](#)

**148.**

1207B

[Square Filling](#) · [Tutorial](#)

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

[Artyom123's solution](#)

**149.**

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Artyom123's solution](#)

**150.**

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Artyom123's solution](#)

**151.**

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artyom123's solution](#)

**152.**

1011B

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

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Artyom123's solution](#)

**153.**

1028B

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

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Artyom123's solution](#)

**154.**

1029B

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

Quality: 18,465 global accepts · Rating: 1200 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Artyom123's solution](#)

**155.**

870B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Quality: 10,640 global accepts · Rating: 1200 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: greedy

[Artyom123's solution](#)

**156.**

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Artyom123's solution](#)

**157.**

976B

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

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Artyom123's solution](#)

**158.**

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Artyom123's solution](#)

**159.**

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Artyom123's solution](#)

**160.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Artyom123's solution](#)

**161.**

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Artyom123's solution](#)

**162.**

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Artyom123's solution](#)

**163.**

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Artyom123's solution](#)

**164.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Artyom123's solution](#)

**165.**

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,392 global accepts · Rating: 1300 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Artyom123's solution](#)

**166.**

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Artyom123's solution](#)

**167.**

1364B

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

Quality: 26,179 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Artyom123's solution](#)

**168.**

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artyom123's solution](#)

**169.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,956 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[Artyom123's solution](#)

**170.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Artyom123's solution](#)

**171.**

1225B2

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Artyom123's solution](#)

**172.**

1236C

[Labs](#) · [Tutorial](#)

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

[Artyom123's solution](#)

**173.**

870C

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

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2017-10-15 · last AC: 2019-10-06 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[Artyom123's solution](#)

**174.**

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Artyom123's solution](#)

**175.**

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Artyom123's solution](#)

**176.**

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Artyom123's solution](#)

**177.**

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[Artyom123's solution](#)

**178.**

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Artyom123's solution](#)

**179.**

1064C

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

Rating: 1300 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Artyom123's solution](#)

**180.**

1030C

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

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artyom123's solution](#)

**181.**

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Artyom123's solution](#)

**182.**

1038C

[Gambling](#) · [Tutorial](#)

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

[Artyom123's solution](#)

**183.**

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1300 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Artyom123's solution](#)

**184.**

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

[Artyom123's solution](#)

**185.**

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

[Artyom123's solution](#)

**186.**

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

[Artyom123's solution](#)

**187.**

1029A

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

Quality: 13,433 global accepts · Rating: 1300 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Artyom123's solution](#)

**188.**

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Artyom123's solution](#)

**189.**

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Artyom123's solution](#)

**190.**

929B

[AÄBDBC 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: \*special, implementation

[Artyom123's solution](#)

**191.**

904A

[Masha and Bears](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: —

[Artyom123's solution](#)

**192.**

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Artyom123's solution](#)

**193.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Artyom123's solution](#)

**194.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,544 global accepts · Rating: 1400 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Artyom123's solution](#)

**195.**

1652C

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

Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Artyom123's solution](#)

**196.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,301 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Artyom123's solution](#)

**197.**

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Artyom123's solution](#)

**198.**

1277C

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

Rating: 1400 · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Artyom123's solution](#)

**199.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Artyom123's solution](#)

**200.**

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Artyom123's solution](#)

**201.**

1393B

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

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

[Artyom123's solution](#)

**202.**

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Artyom123's solution](#)

**203.**

1374D

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

Quality: 31,087 global accepts · Rating: 1400 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, two pointers

[Artyom123's solution](#)

**204.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers

[Artyom123's solution](#)

**205.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[Artyom123's solution](#)

**206.**

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Artyom123's solution](#)

**207.**

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,705 global accepts · Rating: 1400 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Artyom123's solution](#)

**208.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,124 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Artyom123's solution](#)

**209.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Artyom123's solution](#)

**210.**

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Artyom123's solution](#)

**211.**

1332B

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

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

[Artyom123's solution](#)

**212.**

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Artyom123's solution](#)

**213.**

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1400 · first AC: 2019-06-26 · last AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Artyom123's solution](#)

**214.**

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,647 global accepts · Rating: 1400 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Artyom123's solution](#)

**215.**

1046F

[Splitting money](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 1400 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artyom123's solution](#)

**216.**

1046C

[Space Formula](#) · [Tutorial](#)

Quality: 3,356 global accepts · Rating: 1400 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Artyom123's solution](#)

**217.**

994B

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

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Artyom123's solution](#)

**218.**

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Artyom123's solution](#)

**219.**

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Artyom123's solution](#)

**220.**

929A

[A to C](#) · [Tutorial](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: \*special, greedy, implementation

[Artyom123's solution](#)

**221.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,428 global accepts · Rating: 1400 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[Artyom123's solution](#)

**222.**

904B

[Tic-Tac-Toe](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: —

[Artyom123's solution](#)

**223.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Artyom123's solution](#)

**224.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Artyom123's solution](#)

**225.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[Artyom123's solution](#)

**226.**

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Artyom123's solution](#)

**227.**

1418C

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

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Artyom123's solution](#)

**228.**

1409D

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

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Artyom123's solution](#)

**229.**

1379B

[Dubious Cyprto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[Artyom123's solution](#)

**230.**

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[Artyom123's solution](#)

**231.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Artyom123's solution](#)

**232.**

1368B

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

Quality: 21,428 global accepts · Rating: 1500 · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Artyom123's solution](#)

**233.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[Artyom123's solution](#)

**234.**

1391C

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

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

[Artyom123's solution](#)

**235.**

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Artyom123's solution](#)

**236.**

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers

[Artyom123's solution](#)

**237.**

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Artyom123's solution](#)

**238.**

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Artyom123's solution](#)

**239.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[Artyom123's solution](#)

**240.**

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Artyom123's solution](#)

**241.**

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[Artyom123's solution](#)

**242.**

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Artyom123's solution](#)

**243.**

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Artyom123's solution](#)

**244.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Artyom123's solution](#)

**245.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Artyom123's solution](#)

**246.**

1301B

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

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search

[Artyom123's solution](#)

**247.**

1236B

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

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

[Artyom123's solution](#)

**248.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

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

[Artyom123's solution](#)

**249.**

1180C

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

Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Artyom123's solution](#)

**250.**

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Artyom123's solution](#)

**251.**

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,033 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[Artyom123's solution](#)

**252.**

1159C

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

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

[Artyom123's solution](#)

**253.**

1163B1

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

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Artyom123's solution](#)

**254.**

1162C

[Hide and Seek](#) · [Tutorial](#)

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

[Artyom123's solution](#)

**255.**

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[Artyom123's solution](#)

**256.**

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,857 global accepts · Rating: 1500 · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Artyom123's solution](#)

**257.**

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Artyom123's solution](#)

**258.**

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Artyom123's solution](#)

**259.**

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Artyom123's solution](#)

**260.**

1031B

[Curiosity Has No Limits](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 1500 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artyom123's solution](#)

**261.**

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[Artyom123's solution](#)

**262.**

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Artyom123's solution](#)

**263.**

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Artyom123's solution](#)

**264.**

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Artyom123's solution](#)

**265.**

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs

[Artyom123's solution](#)

**266.**

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Artyom123's solution](#)

**267.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Artyom123's solution](#)

**268.**

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Artyom123's solution](#)

**269.**

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Artyom123's solution](#)

**270.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Artyom123's solution](#)

**271.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 1600 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Artyom123's solution](#)

**272.**

1395C

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

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Artyom123's solution](#)

**273.**

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,349 global accepts · Rating: 1600 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[Artyom123's solution](#)

**274.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Artyom123's solution](#)

**275.**

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Artyom123's solution](#)

**276.**

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Artyom123's solution](#)

**277.**

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Artyom123's solution](#)

**278.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: math

[Artyom123's solution](#)

**279.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[Artyom123's solution](#)

**280.**

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Artyom123's solution](#)

**281.**

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Artyom123's solution](#)

**282.**

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[Artyom123's solution](#)

**283.**

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Artyom123's solution](#)

**284.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: trees

[Artyom123's solution](#)

**285.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Artyom123's solution](#)

**286.**

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Artyom123's solution](#)

**287.**

1243B2

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

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Artyom123's solution](#)

**288.**

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[Artyom123's solution](#)

**289.**

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Artyom123's solution](#)

**290.**

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Artyom123's solution](#)

**291.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Artyom123's solution](#)

**292.**

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Artyom123's solution](#)

**293.**

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[Artyom123's solution](#)

**294.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[Artyom123's solution](#)

**295.**

1163B2

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

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Artyom123's solution](#)

**296.**

1112B

[System Testing](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Artyom123's solution](#)

**297.**

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Artyom123's solution](#)

**298.**

1031C

[Cram Time](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[Artyom123's solution](#)

**299.**

1046H

[Palindrome Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing  
[Artyom123's solution](#)

**300.**

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Artyom123's solution](#)

**301.**

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[Artyom123's solution](#)

**302.**

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,275 global accepts · Rating: 1600 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[Artyom123's solution](#)

**303.**

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: implementation  
[Artyom123's solution](#)

**304.**

904C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: strings  
[Artyom123's solution](#)

**305.**

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[Artyom123's solution](#)

**306.**

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,396 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  
[Artyom123's solution](#)

**307.**

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms,

interactive, math

[Artyom123's solution](#)

**308.**

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Artyom123's solution](#)

**309.**

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[Artyom123's solution](#)

**310.**

1474C

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

Quality: 14,159 global accepts · Rating: 1700 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Artyom123's solution](#)

**311.**

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Artyom123's solution](#)

**312.**

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Artyom123's solution](#)

**313.**

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Artyom123's solution](#)

**314.**

1368D

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

Quality: 13,659 global accepts · Rating: 1700 · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Artyom123's solution](#)

**315.**

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Artyom123's solution](#)

**316.**

1384C

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

Rating: 1700 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Artyom123's solution](#)

**317.**

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: \*special, bitmasks, brute force, meet-in-the-middle

[Artyom123's solution](#)

**318.**

1393C

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

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

[Artyom123's solution](#)

**319.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,819 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Artyom123's solution](#)

**320.**

1362D

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

Rating: 1700 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings

[Artyom123's solution](#)

**321.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2020-05-02 · last AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Artyom123's solution](#)

**322.**

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Artyom123's solution](#)

**323.**

1268A

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

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Artyom123's solution](#)

**324.**

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[Artyom123's solution](#)

**325.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

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

[Artyom123's solution](#)

**326.**

1324E

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

Quality: 17,012 global accepts · Rating: 1700 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Artyom123's solution](#)

**327.**

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Artyom123's solution](#)

**328.**

1202B

[You Are Given a Decimal String... · Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths

[Artyom123's solution](#)

**329.**

1204C

[Anna, Svyatoslav and Maps · Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Artyom123's solution](#)

**330.**

1176E

[Cover it! · Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[Artyom123's solution](#)

**331.**

1148C

[Crazy Diamond · Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Artyom123's solution](#)

**332.**

1143D

[The Beatles · Tutorial](#)

Rating: 1700 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Artyom123's solution](#)

**333.**

1093D

[Beautiful Graph · Tutorial](#)

Quality: 11,327 global accepts · Rating: 1700 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Artyom123's solution](#)

**334.**

1131F

[Asya And Kittens · Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[Artyom123's solution](#)

**335.**

1073D

[Berland Fair · Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[Artyom123's solution](#)

**336.**

1015E1

[Stars Drawing \(Easy Edition\) · Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Artyom123's solution](#)

**337.**

1041D

[Glider · Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Artyom123's solution](#)

**338.**

1037D

[Valid BFS? · Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Artyom123's solution](#)

**339.**

929C

[Artyom123's solution](#)

Quality: 1,203 global accepts · Rating: 1700 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: \*special, combinatorics, math

[Artyom123's solution](#)

**340.**

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[Artyom123's solution](#)

**341.**

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Artyom123's solution](#)

**342.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,591 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Artyom123's solution](#)

**343.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Artyom123's solution](#)

**344.**

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Artyom123's solution](#)

**345.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Artyom123's solution](#)

**346.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[Artyom123's solution](#)

**347.**

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Artyom123's solution](#)

**348.**

1227D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,731 global accepts · Rating: 1800 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Artyom123's solution](#)

**349.**

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[Artyom123's solution](#)

**350.**

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Artyom123's solution](#)

**351.**

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Artyom123's solution](#)

**352.**

1395D

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

Rating: 1800 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings

[Artyom123's solution](#)

**353.**

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Artyom123's solution](#)

**354.**

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, trees

[Artyom123's solution](#)

**355.**

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Artyom123's solution](#)

**356.**

1339D

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

Rating: 1800 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[Artyom123's solution](#)

**357.**

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Artyom123's solution](#)

**358.**

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs,

sortings, trees

[Artyom123's solution](#)

**359.**

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Artyom123's solution](#)

**360.**

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[Artyom123's solution](#)

**361.**

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Artyom123's solution](#)

**362.**

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[Artyom123's solution](#)

**363.**

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Artyom123's solution](#)

**364.**

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, number theory

[Artyom123's solution](#)

**365.**

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Artyom123's solution](#)

**366.**

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,042 global accepts · Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[Artyom123's solution](#)

**367.**

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Artyom123's solution](#)

**368.**

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[Artyom123's solution](#)

**369.**

1180D

[Tolik and His Uncle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Artyom123's solution](#)

**370.**

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[Artyom123's solution](#)

**371.**

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Artyom123's solution](#)

**372.**

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[Artyom123's solution](#)

**373.**

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[Artyom123's solution](#)

**374.**

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-08 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Artyom123's solution](#)

**375.**

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Artyom123's solution](#)

**376.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Artyom123's solution](#)

**377.**

1482D

[Playlist](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, shortest paths

[Artyom123's solution](#)

**378.**

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[Artyom123's solution](#)

**379.**

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[Artyom123's solution](#)

**380.**

1277E

[Two Fairs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Artyom123's solution](#)

**381.**

1277D

[Let's Play the Words?](#) · [Tutorial](#)

Quality: 3,276 global accepts · Rating: 1900 · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, math

[Artyom123's solution](#)

**382.**

1384D

[GameGame](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, games, math

[Artyom123's solution](#)

**383.**

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[Artyom123's solution](#)

**384.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[Artyom123's solution](#)

**385.**

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[Artyom123's solution](#)

**386.**

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[Artyom123's solution](#)

**387.**

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[Artyom123's solution](#)

**388.**

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[Artyom123's solution](#)

**389.**

1362E

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

Rating: 1900 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math, number theory,

sortings, two pointers

[Artyom123's solution](#)

**390.**

1361B

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

[Artyom123's solution](#)

**391.**

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Artyom123's solution](#)

**392.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Artyom123's solution](#)

**393.**

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,823 global accepts · Rating: 1900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[Artyom123's solution](#)

**394.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Artyom123's solution](#)

**395.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[Artyom123's solution](#)

**396.**

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Artyom123's solution](#)

**397.**

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Artyom123's solution](#)

**398.**

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math

[Artyom123's solution](#)

**399.**

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[Artyom123's solution](#)

**400.**

1095F

[Make It Connected](#) · [Tutorial](#)

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy  
[Artyom123's solution](#)

**401.**

1072D

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings  
[Artyom123's solution](#)

**402.**

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy  
[Artyom123's solution](#)

**403.**

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2018-08-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Artyom123's solution](#)

**404.**

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 1900 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: \*special, brute force, interactive  
[Artyom123's solution](#)

**405.**

672D

[Robin Hood](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy  
[Artyom123's solution](#)

**406.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math  
[Artyom123's solution](#)

**407.**

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, interactive, math  
[Artyom123's solution](#)

**408.**

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[Artyom123's solution](#)

**409.**

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers  
[Artyom123's solution](#)

**410.**

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[Artyom123's solution](#)

**411.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Artyom123's solution](#)

**412.**

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Artyom123's solution](#)

**413.**

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Artyom123's solution](#)

**414.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Artyom123's solution](#)

**415.**

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Artyom123's solution](#)

**416.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Artyom123's solution](#)

**417.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Artyom123's solution](#)

**418.**

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[Artyom123's solution](#)

**419.**

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Artyom123's solution](#)

**420.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, dp  
[Artyom123's solution](#)

**421.**

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2019-10-07 · last AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers  
[Artyom123's solution](#)

**422.**

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings  
[Artyom123's solution](#)

**423.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings  
[Artyom123's solution](#)

**424.**

1652D

[Potion Brewing Class](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory, trees  
[Artyom123's solution](#)

**425.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation  
[Artyom123's solution](#)

**426.**

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy  
[Artyom123's solution](#)

**427.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math  
[Artyom123's solution](#)

**428.**

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[Artyom123's solution](#)

**429.**

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp  
[Artyom123's solution](#)

**430.**

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, ternary search  
[Artyom123's solution](#)

**431.**

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation  
[Artyom123's solution](#)

**432.**

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 2100 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings  
[Artyom123's solution](#)

**433.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[Artyom123's solution](#)

**434.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle  
[Artyom123's solution](#)

**435.**

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths  
[Artyom123's solution](#)

**436.**

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math  
[Artyom123's solution](#)

**437.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games, greedy  
[Artyom123's solution](#)

**438.**

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy  
[Artyom123's solution](#)

**439.**

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees  
[Artyom123's solution](#)

**440.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[Artyom123's solution](#)

**441.**

1323D

[Present](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, math, sortings

[Artyom123's solution](#)

**442.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Artyom123's solution](#)

**443.**

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive, math

[Artyom123's solution](#)

**444.**

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[Artyom123's solution](#)

**445.**

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[Artyom123's solution](#)

**446.**

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,789 global accepts · Rating: 2100 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[Artyom123's solution](#)

**447.**

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[Artyom123's solution](#)

**448.**

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Artyom123's solution](#)

**449.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Artyom123's solution](#)

**450.**

1204D2

[Kirk and a Binary String \(hard version\) · Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-21 · last AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, strings

[Artyom123's solution](#)

**451.**

1202C

[You Are Given a WASD-string... · Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[Artyom123's solution](#)

**452.**

1201D

[Treasure Hunting · Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation

[Artyom123's solution](#)

**453.**

1176F

[Destroy it! · Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[Artyom123's solution](#)

**454.**

1556E

[Equilibrium · Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Artyom123's solution](#)

**455.**

1557D

[Ezzat and Grid · Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Artyom123's solution](#)

**456.**

1543D2

[RPD and Rap Sheet \(Hard Version\) · Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Artyom123's solution](#)

**457.**

1562D2

[Two Hundred Twenty One \(hard version\) · Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Artyom123's solution](#)

**458.**

1552F

[Telepanting · Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[Artyom123's solution](#)

**459.**

1474D

[Cleaning · Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[Artyom123's solution](#)

**460.**

1262E

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[Artyom123's solution](#)

**461.**

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[Artyom123's solution](#)

**462.**

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Artyom123's solution](#)

**463.**

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Artyom123's solution](#)

**464.**

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[Artyom123's solution](#)

**465.**

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Artyom123's solution](#)

**466.**

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Artyom123's solution](#)

**467.**

1047D

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

Rating: 2200 · first AC: 2018-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[Artyom123's solution](#)

**468.**

1652E

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

Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math

[Artyom123's solution](#)

**469.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, math, number theory

[Artyom123's solution](#)

**470.**

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy

[Artyom123's solution](#)

**471.**

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[Artyom123's solution](#)

**472.**

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Artyom123's solution](#)

**473.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Artyom123's solution](#)

**474.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-14 · last AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Artyom123's solution](#)

**475.**

716D

[Complete The Graph](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Artyom123's solution](#)

**476.**

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Artyom123's solution](#)

**477.**

1277F

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

Rating: 2300 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, greedy, math

[Artyom123's solution](#)

**478.**

1405E

[Fixed Point Removal](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[Artyom123's solution](#)

**479.**

1397E

[Monster Invaders](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Artyom123's solution](#)

**480.**

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Artyom123's solution](#)

**481.**

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, trees

[Artyom123's solution](#)

**482.**

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[Artyom123's solution](#)

**483.**

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, trees

[Artyom123's solution](#)

**484.**

1395E

[Boboniu Walks on Graph](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, hashing

[Artyom123's solution](#)

**485.**

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[Artyom123's solution](#)

**486.**

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2020-07-14 · last AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: flows

[Artyom123's solution](#)

**487.**

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[Artyom123's solution](#)

**488.**

141D

[Take-off Ramps](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: 2300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Artyom123's solution](#)

**489.**

438D

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

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Artyom123's solution](#)

**490.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Artyom123's solution](#)

**491.**

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[Artyom123's solution](#)

**492.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[Artyom123's solution](#)

**493.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Artyom123's solution](#)

**494.**

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[Artyom123's solution](#)

**495.**

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Artyom123's solution](#)

**496.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Artyom123's solution](#)

**497.**

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Artyom123's solution](#)

**498.**

312D

[Cats Transport](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Artyom123's solution](#)

**499.**

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, probabilities

[Artyom123's solution](#)

**500.**

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-22 · last AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[Artyom123's solution](#)

**501.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[Artyom123's solution](#)

**502.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Artyom123's solution](#)

**503.**

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Artyom123's solution](#)

**504.**

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Artyom123's solution](#)

**505.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[Artyom123's solution](#)

**506.**

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Artyom123's solution](#)

**507.**

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Artyom123's solution](#)

**508.**

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Artyom123's solution](#)

**509.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Artyom123's solution](#)

**510.**

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Artyom123's solution](#)

**511.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Artyom123's solution](#)

**512.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Artyom123's solution](#)

**513.**

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[Artyom123's solution](#)

**514.**

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Artyom123's solution](#)

**515.**

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2021-02-03 · last AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[Artyom123's solution](#)

**516.**

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Artyom123's solution](#)

**517.**

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Artyom123's solution](#)

**518.**

1382E

[Mastermind](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Artyom123's solution](#)

**519.**

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy,

sortings

[Artyom123's solution](#)

**520.**

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[Artyom123's solution](#)

**521.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-19 · last AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Artyom123's solution](#)

**522.**

1362F

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Artyom123's solution](#)

**523.**

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[Artyom123's solution](#)

**524.**

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[Artyom123's solution](#)

**525.**

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-25 · last AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[Artyom123's solution](#)

**526.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Artyom123's solution](#)

**527.**

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[Artyom123's solution](#)

**528.**

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[Artyom123's solution](#)

**529.**

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, interactive,

math

[Artyom123's solution](#)

**530.**

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Artyom123's solution](#)

**531.**

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[Artyom123's solution](#)

**532.**

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[Artyom123's solution](#)

**533.**

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Artyom123's solution](#)

**534.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[Artyom123's solution](#)

**535.**

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[Artyom123's solution](#)

**536.**

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Artyom123's solution](#)

**537.**

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Artyom123's solution](#)

**538.**

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[Artyom123's solution](#)

**539.**

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Artyom123's solution](#)

**540.**

1369F

[BareLee · Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[Artyom123's solution](#)

**541.**

1370F2

[The Hidden Pair \(Hard Version\) · Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Artyom123's solution](#)

**542.**

1364E

[X-OR · Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[Artyom123's solution](#)

**543.**

1654F

[Minimal String Xoration · Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Artyom123's solution](#)

**544.**

1379F2

[Chess Strikes Back \(hard version\) · Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[Artyom123's solution](#)

**545.**

1393E1

[Twilight and Ancient Scroll \(easier version\) · Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2020-08-08 · last AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[Artyom123's solution](#)

**546.**

1375G

[Tree Modification · Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Artyom123's solution](#)

**547.**

1371F

[Raging Thunder · Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation

[Artyom123's solution](#)

**548.**

1630E

[Expected Components · Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Artyom123's solution](#)

**549.**

1553H

[XOR and Distance · Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees  
[Artyom123's solution](#)

**550.**

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers  
[Artyom123's solution](#)

**551.**

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures  
[Artyom123's solution](#)

**552.**

1320F

[Blocks and Sensors](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3500 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[Artyom123's solution](#)

**553.**

101059D

[Impressive Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Artyom123's solution](#)

**554.**

100526I

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

Rating: — · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Artyom123's solution](#)

**555.**

103496G

[Galge Gamer Guy](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Artyom123's solution](#)

**556.**

104257L

[League of Letters](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Artyom123's solution](#)

**557.**

103985H

[B > C' @ D44C08C](#)

Rating: — · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Artyom123's solution](#)

**558.**

100502K

[Train Passengers](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Artyom123's solution](#)

**559.**

101615I

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

Rating: — · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Artyom123's solution](#)

**560.**

104791A

[Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artyom123's solution](#)

**561.**

103092B

[Balls](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artyom123's solution](#)

**562.**

104692C2

[Double or NOTing C2](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · last AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artyom123's solution](#)

**563.**

104668C

[Clockwork Ijange](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artyom123's solution](#)

**564.**

1035338

[A0x0D0D :C€](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artyom123's solution](#)

**565.**

1035337

[Aä 7D\\$8D t5D :C,,5 Cœ0CÔ0C`K D 2Dô7C€](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artyom123's solution](#)

**566.**

1035336

[B 7D0B€, @ Cä2Cœ0 CD@ Cä1CT9](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artyom123's solution](#)

**567.**

1035335

[New Year in Kindergarten](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artyom123's solution](#)

**568.**

1035324

[AÄDraC,,2D²Ô?C ;C,,=CD@ Cä<D°](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artyom123's solution](#)

**569.**

1035323

[B\\$@CTCC4>C`LCÔ0Dò 3Cä;Cä2Cä;Cä<Cœ0](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artyom123's solution](#)

**570.**

1035322

[A@D13C ND"8C' @ Cä1CäB](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artyom123's solution](#)

**571.**

1035321

[Bt5CÄ7B,,>CÔ0D" ?Cä CD BCÔ>CÄC D GCTBD0](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artyom123's solution](#)

**572.**

1029368

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Artyom123's solution](#)

**573.**

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: \*special, implementation, math

[Artyom123's solution](#)

**574.**

101320A

[Problem Eclair. Open Olympiad in Design](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artyom123's solution](#)

**575.**

1029354

[A = D\\$5CÔ=C](#)

Rating: — · first AC: 2021-02-02 · last AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artyom123's solution](#)

**576.**

1020862

[A = C + D \\* 5 C = 2C 4D 0D\\$K](#)

Rating: — · first AC: 2021-01-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artyom123's solution](#)

**577.**

1020861

[AD2C 8Ct<CT@CT=C,,O](#)

Rating: — · first AC: 2021-01-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Artyom123's solution](#)

**578.**

102583B

[A\\$C1HCT1CÔKCR BD >C":C€](#)

Rating: — · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artyom123's solution](#)

**579.**

102583A

[BD = D\\$C4@C DC,,8 CÔO C60CÄOD\\$L](#)

Rating: — · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artyom123's solution](#)

**580.**

1024806

[A;C=0,,@Cä2C=0 D4GC AD\\$:C](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artyom123's solution](#)

**581.**

1024808

[A;C=C BD°](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artyom123's solution](#)

**582.**

1024794

[AäJ0xG68C 4C 4C´O D >C >D\\$>C](#)

Rating: — · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artyom123's solution](#)

**583.**

1331E

[Jordan Smiley · Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dfs and similar, geometry, implementation

[Artyom123's solution](#)

**584.**

1331C

[...And after happily lived ever they · Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, bitmasks

[Artyom123's solution](#)

**585.**

1331B

[Limericks · Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, math, number theory

[Artyom123's solution](#)

**586.**

1331D

[Again? · Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[Artyom123's solution](#)

**587.**

1331A

[Is it rated? · Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Artyom123's solution](#)

**588.**

1020863

[A 7D\\$>CÄ0D\\$8Ct0Dd8Dò ACª;C 4C](#)

Rating: — · first AC: 2019-08-09 · last AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artyom123's solution](#)

**589.**

102330E

[A450ä@C48C' 8 C\\$>CT=Cª>CÄ0D](#)

Rating: — · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artyom123's solution](#)

**590.**

102330C

[ÄÄ0D#Cª8](#)

Rating: — · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artyom123's solution](#)

**591.**

102330G

[B·0D,0C, AD\\$0Cd8D >C\\$:C€](#)

Rating: — · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artyom123's solution](#)

**592.**

102330F

[A120T@DÄ:C€](#)

Rating: — · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Artyom123's solution](#)

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