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Unique solved — Aryan

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1.

1774A

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2.

1754A

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3.

1604A

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1592A

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1220A

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6.

1586A

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7.

4A

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8.

1428A

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Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: [math](#)

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9.

71A

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10.

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11.

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952A

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832A

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818A

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15.

821A

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16.

791A

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785A

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764A

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760A

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750A

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23.

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25.

712A

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34B

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27.

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28.

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29.

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30.

276A

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31.

847G

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313A

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34.

96A

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768A

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36.

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37.

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38.

336A

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1A

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41.

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42.

958B1

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44.

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45.

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46.

805B

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47.

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48.

766B

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49.

766A

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50.

1604B

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51.

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52.

845A

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53.

313B

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55.

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56.

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57.

1428B

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58.

958C1

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59.

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60.

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61.

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62.

795C

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63.

749B

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66.

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1220B

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69.

1004B

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70.

982B

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71.

276B

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72.

238A

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73.

821B

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74.

798B

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75.

750B

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76.

1600J

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77.

1197C

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78.

1004C

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

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79.

995B

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80.

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81.

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82.

727C

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83.

313C

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Quality: 5,944 global accepts · Rating: 1400 · first AC: 2017-05-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

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84.

805D

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Rating: 1400 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: combinatorics

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85.

505B

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86.

752C

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87.

745B

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89.

369B

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90.

1774B

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91.

1372C

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92.

1010A

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93.

982C

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94.

172D

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95.

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96.

276C

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97.

847A

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98.

845C

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99.

821C

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100.

791B

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101.

791C

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Rating: 1500 · first AC: 2017-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Aryan's solution](#)

102.

760B

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103.

752B

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104.

745C

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105.

1774D

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106.

1677A

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107.

1604D

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[Aryan's solution](#)

108.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, greedy, implementation

[Aryan's solution](#)

109.

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[Aryan's solution](#)

110.

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, math

[Aryan's solution](#)

111.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Aryan's solution](#)

112.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Aryan's solution](#)

113.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: implementation, strings

[Aryan's solution](#)

114.

831E

[Cards Sorting](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: data structures

[Aryan's solution](#)

115.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aryan's solution](#)

116.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Aryan's solution](#)

117.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: binary search, math

[Aryan's solution](#)

118.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[Aryan's solution](#)

119.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2017-02-05 · GNU C++11 (first AC) · Tags: dfs and similar

[Aryan's solution](#)

120.

764C

[Timofey and a tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Aryan's solution](#)

121.

760D

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[Aryan's solution](#)

122.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[Aryan's solution](#)

123.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,953 global accepts · Rating: 1700 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Aryan's solution](#)

124.

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Aryan's solution](#)

125.

1586C

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

Rating: 1700 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Aryan's solution](#)

126.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Aryan's solution](#)

127.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2017-10-22 · last AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[Aryan's solution](#)

128.

339D

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

Quality: 32,560 global accepts · Rating: 1700 · first AC: 2017-08-09 · GNU C++11 (first AC) · Tags: data structures, trees

[Aryan's solution](#)

129.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,626 global accepts · Rating: 1700 · first AC: 2017-07-19 · GNU C++11 (first AC) · Tags: dp

[Aryan's solution](#)

130.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2017-07-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Aryan's solution](#)

131.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Aryan's solution](#)

132.

289E

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

Rating: 1700 · first AC: 2017-06-10 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math

[Aryan's solution](#)

133.

798C

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

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[Aryan's solution](#)

134.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-03-31 · GNU C++11 (first AC) · Tags: *special

[Aryan's solution](#)

135.

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[Aryan's solution](#)

136.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, two pointers

[Aryan's solution](#)

137.

760C

[Pavel and barbecue](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Aryan's solution](#)

138.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Aryan's solution](#)

139.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[Aryan's solution](#)

140.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Aryan's solution](#)

141.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Quality: 1800 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Aryan's solution](#)

142.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Aryan's solution](#)

143.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Aryan's solution](#)

144.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Aryan's solution](#)

145.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Aryan's solution](#)

146.

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[Aryan's solution](#)

147.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,813 global accepts · Rating: 1800 · first AC: 2017-08-09 · last AC: 2017-10-31 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings

[Aryan's solution](#)

148.

847E

[Pacman](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Aryan's solution](#)

149.

638C

[Road Improvement](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 1800 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: *special, dfs and similar, graphs, greedy, trees

[Aryan's solution](#)

150.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Aryan's solution](#)

151.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,186 global accepts · Rating: 1800 · first AC: 2017-07-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Aryan's solution](#)

152.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[Aryan's solution](#)

153.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Aryan's solution](#)

154.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 1900 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Aryan's solution](#)

155.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Aryan's solution](#)

156.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Aryan's solution](#)

157.

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, two pointers

[Aryan's solution](#)

158.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[Aryan's solution](#)

159.

336B

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

Quality: 1,371 global accepts · Rating: 1900 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[Aryan's solution](#)

160.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,747 global accepts · Rating: 1900 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Aryan's solution](#)

161.

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees

[Aryan's solution](#)

162.

1358D

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

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[Aryan's solution](#)

163.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Aryan's solution](#)

164.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Aryan's solution](#)

165.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2017-12-06 · GNU C++11 (first AC) · Tags: games, matrices, probabilities

[Aryan's solution](#)

166.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2017-12-05 · GNU C++11 (first AC) · Tags: dp, matrices

[Aryan's solution](#)

167.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[Aryan's solution](#)

168.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,854 global accepts · Rating: 1900 · first AC: 2017-11-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[Aryan's solution](#)

169.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Aryan's solution](#)

170.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1900 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Aryan's solution](#)

171.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 1900 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Aryan's solution](#)

172.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1900 · first AC: 2017-07-20 · GNU C++11 (first AC) · Tags: dp

[Aryan's solution](#)

173.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2017-06-29 · GNU C++11 (first AC) · Tags: binary search, data structures, number theory, two pointers

[Aryan's solution](#)

174.

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 1900 · first AC: 2017-06-04 · GNU C++11 (first AC) · Tags: dfs and similar

[Aryan's solution](#)

175.

738E

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-06-01 · last AC: 2017-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy

[Aryan's solution](#)

176.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2017-05-24 · last AC: 2017-05-24 · GNU C++11 (first AC) · Tags: data structures, trees

[Aryan's solution](#)

177.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,107 global accepts · Rating: 1900 · first AC: 2017-05-17 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Aryan's solution](#)

178.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Aryan's solution](#)

179.

1600I

[Bubble Strike](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, probabilities

[Aryan's solution](#)

180.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Aryan's solution](#)

181.

1244E

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

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[Aryan's solution](#)

182.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Aryan's solution](#)

183.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Aryan's solution](#)

184.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · last AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Aryan's solution](#)

185.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Aryan's solution](#)

186.

361D

[Levko and Array](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Aryan's solution](#)

187.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: dp, strings

[Aryan's solution](#)

188.

432D

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

Quality: 11,996 global accepts · Rating: 2000 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Aryan's solution](#)

189.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,485 global accepts · Rating: 2000 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: binary search, data structures

[Aryan's solution](#)

190.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2017-11-08 · GNU C++11 (first AC) · Tags: *special, dfs and similar, hashing, strings

[Aryan's solution](#)

191.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,499 global accepts · Rating: 2000 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[Aryan's solution](#)

192.

803F

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

Quality: 4,642 global accepts · Rating: 2000 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Aryan's solution](#)

193.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2017-07-26 · last AC: 2017-07-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[Aryan's solution](#)

194.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2017-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Aryan's solution](#)

195.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2017-07-19 · last AC: 2017-07-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings, trees

[Aryan's solution](#)

196.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,213 global accepts · Rating: 2000 · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, two pointers

[Aryan's solution](#)

197.

368E

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-06-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, implementation

[Aryan's solution](#)

198.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2017-05-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Aryan's solution](#)

199.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2017-03-31 · GNU C++11 (first AC) · Tags: *special, brute force, implementation

[Aryan's solution](#)

200.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2017-03-06 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[Aryan's solution](#)

201.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Aryan's solution](#)

202.

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: dfs and similar

[Aryan's solution](#)

203.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Aryan's solution](#)

204.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[Aryan's solution](#)

205.

1600D

[Hidden Fortress](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, interactive

[Aryan's solution](#)

206.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Aryan's solution](#)

207.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Aryan's solution](#)

208.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Aryan's solution](#)

209.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[Aryan's solution](#)

210.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[Aryan's solution](#)

211.

690D3

[The Wall \(hard\)](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2100 · first AC: 2017-12-06 · GNU C++11 (first AC) · Tags: dp

[Aryan's solution](#)

212.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[Aryan's solution](#)

213.

665E

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

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2017-11-08 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, strings, trees

[Aryan's solution](#)

214.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2017-08-07 · last AC: 2017-08-07 · GNU C++11 (first AC) · Tags: data structures, graphs, trees

[Aryan's solution](#)

215.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 2100 · first AC: 2017-07-18 · last AC: 2017-07-19 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[Aryan's solution](#)

216.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,851 global accepts · Rating: 2100 · first AC: 2017-07-15 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Aryan's solution](#)

217.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2017-07-14 · last AC: 2017-07-14 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Aryan's solution](#)

218.

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2017-06-26 · last AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, number theory

[Aryan's solution](#)

219.

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Aryan's solution](#)

220.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2017-06-14 · last AC: 2017-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[Aryan's solution](#)

221.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[Aryan's solution](#)

222.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[Aryan's solution](#)

223.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[Aryan's solution](#)

224.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Aryan's solution](#)

225.

1238F

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Aryan's solution](#)

226.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 2200 · first AC: 2018-05-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs

[Aryan's solution](#)

227.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[Aryan's solution](#)

228.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Aryan's solution](#)

229.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2017-12-07 · GNU C++11 (first AC) · Tags: data structures

[Aryan's solution](#)

230.

7D

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

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2017-11-08 · GNU C++11 (first AC) · Tags: hashing, strings

[Aryan's solution](#)

231.

282E

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

Quality: 4,329 global accepts · Rating: 2200 · first AC: 2017-11-08 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[Aryan's solution](#)

232.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Aryan's solution](#)

233.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: binary search, data structures

[Aryan's solution](#)

234.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2200 · first AC: 2017-07-24 · last AC: 2017-07-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[Aryan's solution](#)

235.

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2017-07-22 · last AC: 2017-07-22 · GNU C++11 (first AC) · Tags: binary search, data structures

[Aryan's solution](#)

236.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,253 global accepts · Rating: 2200 · first AC: 2017-07-19 · GNU C++11 (first AC) · Tags: data structures

[Aryan's solution](#)

237.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: data structures, trees

[Aryan's solution](#)

238.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,730 global accepts · Rating: 2200 · first AC: 2017-07-01 · GNU C++11 (first AC) · Tags: dp, matrices

[Aryan's solution](#)

239.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2017-06-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[Aryan's solution](#)

240.

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2017-06-09 · last AC: 2017-06-09 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, graphs

[Aryan's solution](#)

241.

454E

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Aryan's solution](#)

242.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2017-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Aryan's solution](#)

243.

183C

[Cyclic Coloring](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2017-06-04 · GNU C++11 (first AC) · Tags: dfs and similar

[Aryan's solution](#)

244.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2017-05-23 · last AC: 2017-05-23 · GNU C++11 (first AC) · Tags: dp, games

[Aryan's solution](#)

245.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2017-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Aryan's solution](#)

246.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,932 global accepts · Rating: 2200 · first AC: 2017-02-03 · last AC: 2017-02-05 · GNU C++11 (first AC) · Tags: dfs and similar

[Aryan's solution](#)

247.

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: graphs, math

[Aryan's solution](#)

248.

313E

[Ilya and Two Numbers](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2300 · first AC: 2025-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[Aryan's solution](#)

249.

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[Aryan's solution](#)

250.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Aryan's solution](#)

251.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Aryan's solution](#)

252.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 2300 · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Aryan's solution](#)

253.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Aryan's solution](#)

254.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2017-06-07 · last AC: 2018-05-06 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[Aryan's solution](#)

255.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2018-01-15 · last AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Aryan's solution](#)

256.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Aryan's solution](#)

257.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2300 · first AC: 2017-12-06 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[Aryan's solution](#)

258.

789E

[The Great Mixing](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-11-20 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, graph matchings, graphs, math, shortest paths

[Aryan's solution](#)

259.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[Aryan's solution](#)

260.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2300 · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: dfs and similar, strings, trees

[Aryan's solution](#)

261.

438D

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

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Aryan's solution](#)

262.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[Aryan's solution](#)

263.

111D

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

Quality: 901 global accepts · Rating: 2300 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Aryan's solution](#)

264.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory

[Aryan's solution](#)

265.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math

[Aryan's solution](#)

266.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2017-06-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Aryan's solution](#)

267.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2017-01-10 · last AC: 2017-01-10 · GNU C++11 (first AC) · Tags: data structures, dp, dsu

[Aryan's solution](#)

268.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[Aryan's solution](#)

269.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2017-08-27 · last AC: 2022-05-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[Aryan's solution](#)

270.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-27 · last AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[Aryan's solution](#)

271.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Aryan's solution](#)

272.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[Aryan's solution](#)

273.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2017-10-17 · last AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Aryan's solution](#)

274.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Aryan's solution](#)

275.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Aryan's solution](#)

276.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar

[Aryan's solution](#)

277.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Aryan's solution](#)

278.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2400 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[Aryan's solution](#)

279.

907E

[Party](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-01-07 · last AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[Aryan's solution](#)

280.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Aryan's solution](#)

281.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Aryan's solution](#)

282.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Aryan's solution](#)

283.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2017-05-16 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Aryan's solution](#)

284.

409I

[Feed the Golorp](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 2400 · first AC: 2017-03-31 · GNU C++11 (first AC) · Tags: *special

[Aryan's solution](#)

285.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Aryan's solution](#)

286.

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2018-04-14 · last AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Aryan's solution](#)

287.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[Aryan's solution](#)

288.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: combinatorics, graphs

[Aryan's solution](#)

289.

832C

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

Quality: 480 global accepts · Rating: 2500 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[Aryan's solution](#)

290.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2017-07-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Aryan's solution](#)

291.

975E

[Hag's Khashba](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2600 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Aryan's solution](#)

292.

23D

[Tetragon](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 2600 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Aryan's solution](#)

293.

274C

[The Last Hole!](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[Aryan's solution](#)

294.

1600G

[Bob's Beautiful Array](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

295.

1600A

[Weights](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

296.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Aryan's solution](#)

297.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Aryan's solution](#)

298.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Aryan's solution](#)

299.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Aryan's solution](#)

300.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[Aryan's solution](#)

301.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2017-06-27 · last AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Aryan's solution](#)

302.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2017-06-11 · last AC: 2017-06-11 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Aryan's solution](#)

303.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Aryan's solution](#)

304.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Aryan's solution](#)

305.

1600B

[Mars](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-10-22 · last AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

306.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Aryan's solution](#)

307.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[Aryan's solution](#)

308.

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, trees

[Aryan's solution](#)

309.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2017-08-26 · GNU C++11 (first AC) · Tags: data structures, dsu

[Aryan's solution](#)

310.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Aryan's solution](#)

311.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2017-12-06 · last AC: 2017-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Aryan's solution](#)

312.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[Aryan's solution](#)

313.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Aryan's solution](#)

314.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2017-12-06 · GNU C++11 (first AC) · Tags: brute force, math, probabilities

[Aryan's solution](#)

315.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2018-06-26 · last AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Aryan's solution](#)

316.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Aryan's solution](#)

317.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2017-08-12 · GNU C++11 (first AC) · Tags: constructive algorithms, two pointers
[Aryan's solution](#)

318.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[Aryan's solution](#)

319.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
[Aryan's solution](#)

320.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2018-07-18 · GNU C++11 (first AC) · Tags: binary search, data structures
[Aryan's solution](#)

321.

104363C

[Compass](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Aryan's solution](#)

322.

104363G

[Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Aryan's solution](#)

323.

104363B

[Chevonne's Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Aryan's solution](#)

324.

104363I

[Club](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Aryan's solution](#)

325.

104363E

[Ethernet](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Aryan's solution](#)

326.

104363A

[Magic Computer](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Aryan's solution](#)

327.

104363F

[Folder](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Aryan's solution](#)

328.

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Aryan's solution](#)

329.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

330.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Aryan's solution](#)

331.

103931H

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

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

332.

103931E

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

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Aryan's solution](#)

333.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Aryan's solution](#)

334.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

335.

103729C

[Potion\(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

336.

103729B

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

Rating: — · first AC: 2022-09-02 · last AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

337.

103729J

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

Rating: — · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

338.

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

339.

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

340.

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

341.

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

342.

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

343.

103687I

[Barbecue](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

344.

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

345.

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

346.

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

347.

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

348.

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

349.

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

350.

103627E

[Yet Another Interval Graph Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

351.

103627B

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

352.

103415F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

353.

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

354.

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

355.

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

356.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

357.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

358.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

359.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

360.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

361.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

362.

103688L

[Let's Swap](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

363.

103688E

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

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

364.

103688G

[Chevonne's Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

365.

103688F

[342 and Xiangqi](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

366.

103688H

[Kanbun](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

367.

103688A

[Bookshelf Filling](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

368.

103688C

[Tree Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

369.

103688I

[Equal Sum Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

370.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

371.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

372.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

373.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

374.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

375.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

376.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

377.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

378.

102391F

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

379.

102391J

[Parklife](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

380.

102391H

[Maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

381.

102391G

[Lexicographically Minimum Walk](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

382.

102391A

[6789](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

383.

103637A

[Agile permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

384.

103637B

[BSUIR Open X](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

385.

103637K

[K-ones xor](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

386.

103637I

[Items in boxes](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

387.

103637L

[Long integer](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

388.

103637C

[Crossed out letter](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

389.

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

390.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

391.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

392.

103446J

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

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

393.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

394.

103446D

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

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

395.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

396.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

397.

103329G

[Power Station of Art](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

398.

103329D

[Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

399.

103329A

[Yes, Prime Minister](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

400.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

401.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aryan's solution](#)

402.

103185B

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

Rating: — · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

403.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aryan's solution](#)

404.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

405.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

406.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

407.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

408.

102341G

[Gurdurr](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

409.

102341K

[Kecleon](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

410.

102341J

[Jigglypuff](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

411.

102341A

[Alakazam](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

412.

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

413.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · last AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

414.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

415.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

416.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

417.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

418.

103447B

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

Rating: — · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

419.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

420.

103373H

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

421.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aryan's solution](#)

422.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · PyPy 3 (first AC) · Tags: —

[Aryan's solution](#)

423.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

424.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aryan's solution](#)

425.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

426.

103373C

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

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

427.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

428.

103328D

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

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

429.

103328I

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

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

430.

103328C

[Perfect Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aryan's solution](#)

431.

103328K

[This is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

432.

103328E

[Identity Subset](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

433.

103328J

[Hot Potato](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

434.

103328B

[Apple Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

435.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

436.

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aryan's solution](#)

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447.

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452.

398D

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