

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

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# Unique solved — BottleOfJuice

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

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

Filters: none

Count: 644

1.

2069A

[Was there an Array? · Tutorial](#)

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: [graph matchings](#), [greedy](#)

[BottleOfJuice's solution](#)
2.

2063A

[Minimal Coprime · Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: [math](#), [number theory](#)

[BottleOfJuice's solution](#)
3.

2043A

[Coin Transformation · Tutorial](#)

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [math](#)

[BottleOfJuice's solution](#)
4.

2040A

[Game of Division · Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: [games](#), [math](#)

[BottleOfJuice's solution](#)
5.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [chinese remainder theorem](#), [math](#), [number theory](#)

[BottleOfJuice's solution](#)
6.

1898A

[Milica and String · Tutorial](#)

Quality: 17,427 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: [brute force](#), [implementation](#), [strings](#)

[BottleOfJuice's solution](#)
7.

1895B

[Points and Minimum Distance · Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#), [math](#), [sortings](#)

[BottleOfJuice's solution](#)
8.

1895A

[Treasure Chest · Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: [math](#)

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9.

1884A

[Simple Design · Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: [brute force](#), [greedy](#), [math](#)

[BottleOfJuice's solution](#)

**10.**

1870A

[MEXanized Array](#) · [Tutorial](#)

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

**11.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,376 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math  
[BottleOfJuice's solution](#)

**12.**

71A

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

Quality: 503,392 global accepts · Rating: 800 · first AC: 2023-09-10 · PyPy 3-64 (first AC) · Tags: strings  
[BottleOfJuice's solution](#)

**13.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[BottleOfJuice's solution](#)

**14.**

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[BottleOfJuice's solution](#)

**15.**

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[BottleOfJuice's solution](#)

**16.**

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,501 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, trees  
[BottleOfJuice's solution](#)

**17.**

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, two pointers  
[BottleOfJuice's solution](#)

**18.**

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,313 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers  
[BottleOfJuice's solution](#)

**19.**

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
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**20.**

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,977 global accepts · Rating: 800 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[BottleOfJuice's solution](#)

**21.**

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[BottleOfJuice's solution](#)

**22.**

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[BottleOfJuice's solution](#)

**23.**

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,865 global accepts · Rating: 800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, number theory

[BottleOfJuice's solution](#)

**24.**

1821A

[Matching](#) · [Tutorial](#)

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

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**25.**

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[BottleOfJuice's solution](#)

**26.**

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

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**27.**

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-08 · last AC: 2023-03-26 · MS C++ 2017 (first AC) · Tags: greedy, strings

[BottleOfJuice's solution](#)

**28.**

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BottleOfJuice's solution](#)

**29.**

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BottleOfJuice's solution](#)

**30.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BottleOfJuice's solution](#)

**31.**

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: strings

[BottleOfJuice's solution](#)

**32.**

1799A

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[BottleOfJuice's solution](#)

**33.**

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers

[BottleOfJuice's solution](#)

**34.**

1789A

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

Quality: 33,014 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[BottleOfJuice's solution](#)

**35.**

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[BottleOfJuice's solution](#)

**36.**

1793A

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

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BottleOfJuice's solution](#)

**37.**

1787A

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

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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**38.**

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[BottleOfJuice's solution](#)

**39.**

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**40.**

1748A

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

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[BottleOfJuice's solution](#)

**41.**

1769A

[B47CmDò 4Cä @ Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: \*special, math

[BottleOfJuice's solution](#)

- 42.**  
1762A  
[Divide and Conquer](#) · [Tutorial](#)  
Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[BottleOfJuice's solution](#)
- 43.**  
1766A  
[Extremely Round](#) · [Tutorial](#)  
Quality: 46,066 global accepts · Rating: 800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[BottleOfJuice's solution](#)
- 44.**  
1750B  
[Maximum Substring](#) · [Tutorial](#)  
Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
[BottleOfJuice's solution](#)
- 45.**  
1750A  
[Indirect Sort](#) · [Tutorial](#)  
Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math  
[BottleOfJuice's solution](#)
- 46.**  
1733A  
[Consecutive Sum](#) · [Tutorial](#)  
Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[BottleOfJuice's solution](#)
- 47.**  
1728B  
[Best Permutation](#) · [Tutorial](#)  
Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[BottleOfJuice's solution](#)
- 48.**  
1728A  
[Colored Balls: Revisited](#) · [Tutorial](#)  
Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[BottleOfJuice's solution](#)
- 49.**  
1716B  
[Permutation Chain](#) · [Tutorial](#)  
Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[BottleOfJuice's solution](#)
- 50.**  
1716A  
[2-3 Moves](#) · [Tutorial](#)  
Quality: 35,847 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[BottleOfJuice's solution](#)
- 51.**  
1715A  
[Crossmarket](#) · [Tutorial](#)  
Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[BottleOfJuice's solution](#)
- 52.**  
1711A  
[Perfect Permutation](#) · [Tutorial](#)  
Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[BottleOfJuice's solution](#)

**53.**

1709A

[Three Doors](#) · [Tutorial](#)

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

[BottleOfJuice's solution](#)

**54.**

1706A

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

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

[BottleOfJuice's solution](#)

**55.**

1708A

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

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

[BottleOfJuice's solution](#)

**56.**

1702B

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

Quality: 29,307 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[BottleOfJuice's solution](#)

**57.**

1702A

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

Quality: 38,180 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[BottleOfJuice's solution](#)

**58.**

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BottleOfJuice's solution](#)

**59.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[BottleOfJuice's solution](#)

**60.**

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,644 global accepts · Rating: 800 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[BottleOfJuice's solution](#)

**61.**

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[BottleOfJuice's solution](#)

**62.**

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation

[BottleOfJuice's solution](#)

**63.**

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,882 global accepts · Rating: 800 · first AC: 2022-06-28 · MS C++ 2017 (first AC) · Tags: bitmasks, brute force

[BottleOfJuice's solution](#)

**64.**

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · MS C++ 2017 (first AC) · Tags: games

[BottleOfJuice's solution](#)

**65.**

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BottleOfJuice's solution](#)

**66.**

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[BottleOfJuice's solution](#)

**67.**

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BottleOfJuice's solution](#)

**68.**

1684A

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

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings

[BottleOfJuice's solution](#)

**69.**

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[BottleOfJuice's solution](#)

**70.**

1674A

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

Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BottleOfJuice's solution](#)

**71.**

1673A

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

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, strings

[BottleOfJuice's solution](#)

**72.**

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-04-19 · MS C++ 2017 (first AC) · Tags: implementation, math

[BottleOfJuice's solution](#)

**73.**

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BottleOfJuice's solution](#)

**74.**

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BottleOfJuice's solution](#)

**75.**

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-04-02 · MS C++ 2017 (first AC) · Tags: math

[BottleOfJuice's solution](#)

**76.**

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-04-02 · MS C++ 2017 (first AC) · Tags: greedy, math

[BottleOfJuice's solution](#)

**77.**

1619B

[Squares and Cubes](#) · [Tutorial](#)

Quality: 32,948 global accepts · Rating: 800 · first AC: 2022-03-31 · MS C++ 2017 (first AC) · Tags: implementation, math

[BottleOfJuice's solution](#)

**78.**

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,830 global accepts · Rating: 800 · first AC: 2022-03-31 · MS C++ 2017 (first AC) · Tags: implementation, strings

[BottleOfJuice's solution](#)

**79.**

1658B

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

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

[BottleOfJuice's solution](#)

**80.**

1658A

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

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

[BottleOfJuice's solution](#)

**81.**

1614A

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

Quality: 24,593 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[BottleOfJuice's solution](#)

**82.**

1646B

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

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[BottleOfJuice's solution](#)

**83.**

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-21 · MS C++ 2017 (first AC) · Tags: math

[BottleOfJuice's solution](#)

**84.**

1647A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · MS C++ 2017 (first AC) · Tags: implementation, math  
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**85.**

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,481 global accepts · Rating: 800 · first AC: 2022-03-10 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy  
[BottleOfJuice's solution](#)

**86.**

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,664 global accepts · Rating: 800 · first AC: 2022-03-10 · MS C++ 2017 (first AC) · Tags: implementation  
[BottleOfJuice's solution](#)

**87.**

1650A

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

Quality: 37,312 global accepts · Rating: 800 · first AC: 2022-03-08 · MS C++ 2017 (first AC) · Tags: implementation, strings  
[BottleOfJuice's solution](#)

**88.**

1649A

[Game](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 800 · first AC: 2022-03-06 · MS C++ 2017 (first AC) · Tags: implementation  
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**89.**

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-23 · PyPy 3-64 (first AC) · Tags: geometry  
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**90.**

1638A

[Reverse](#) · [Tutorial](#)

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[BottleOfJuice's solution](#)

**91.**

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,070 global accepts · Rating: 800 · first AC: 2022-02-11 · MS C++ 2017 (first AC) · Tags: implementation  
[BottleOfJuice's solution](#)

**92.**

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-02-10 · MS C++ 2017 (first AC) · Tags: greedy  
[BottleOfJuice's solution](#)

**93.**

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 800 · first AC: 2022-02-10 · MS C++ 2017 (first AC) · Tags: brute force  
[BottleOfJuice's solution](#)

**94.**

1594A

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

Quality: 27,121 global accepts · Rating: 800 · first AC: 2021-10-08 · PyPy 3 (first AC) · Tags: math  
[BottleOfJuice's solution](#)

**95.**

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · MS C++ 2017 (first AC) · Tags: binary search, greedy, math, sortings  
[BottleOfJuice's solution](#)

**96.**

1569A

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

Quality: 26,554 global accepts · Rating: 800 · first AC: 2021-09-08 · MS C++ 2017 (first AC) · Tags: implementation  
[BottleOfJuice's solution](#)

**97.**

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · MS C++ 2017 (first AC) · Tags: greedy, math  
[BottleOfJuice's solution](#)

**98.**

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-07-14 · MS C++ 2017 (first AC) · Tags: greedy, math  
[BottleOfJuice's solution](#)

**99.**

1546A

[AquaMoon and Two Arrays](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-11 · MS C++ 2017 (first AC) · Tags: brute force, greedy  
[BottleOfJuice's solution](#)

**100.**

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-10 · MS C++ 2017 (first AC) · Tags: greedy, implementation, strings  
[BottleOfJuice's solution](#)

**101.**

1547A

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

Quality: 32,289 global accepts · Rating: 800 · first AC: 2021-07-10 · MS C++ 2017 (first AC) · Tags: implementation, math  
[BottleOfJuice's solution](#)

**102.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · MS C++ 2017 (first AC) · Tags: math  
[BottleOfJuice's solution](#)

**103.**

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms  
[BottleOfJuice's solution](#)

**104.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[BottleOfJuice's solution](#)

**105.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings  
[BottleOfJuice's solution](#)

**106.**

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[BottleOfJuice's solution](#)

**107.**

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[BottleOfJuice's solution](#)

**108.**

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[BottleOfJuice's solution](#)

**109.**

1709B

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

Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation  
[BottleOfJuice's solution](#)

**110.**

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices  
[BottleOfJuice's solution](#)

**111.**

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,906 global accepts · Rating: 900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[BottleOfJuice's solution](#)

**112.**

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[BottleOfJuice's solution](#)

**113.**

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-19 · MS C++ 2017 (first AC) · Tags: greedy, math, sortings  
[BottleOfJuice's solution](#)

**114.**

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,911 global accepts · Rating: 900 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[BottleOfJuice's solution](#)

**115.**

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-03-08 · MS C++ 2017 (first AC) · Tags: math  
[BottleOfJuice's solution](#)

**116.**

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · MS C++ 2017 (first AC) · Tags: greedy

[BottleOfJuice's solution](#)

**117.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,107 global accepts · Rating: 1000 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[BottleOfJuice's solution](#)

**118.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[BottleOfJuice's solution](#)

**119.**

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[BottleOfJuice's solution](#)

**120.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,289 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[BottleOfJuice's solution](#)

**121.**

1825B

[LuoTianyi and the Table](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BottleOfJuice's solution](#)

**122.**

1816B

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

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BottleOfJuice's solution](#)

**123.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[BottleOfJuice's solution](#)

**124.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-08 · last AC: 2023-03-26 · MS C++ 2017 (first AC) · Tags: constructive algorithms

[BottleOfJuice's solution](#)

**125.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[BottleOfJuice's solution](#)

**126.**

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[BottleOfJuice's solution](#)

**127.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[BottleOfJuice's solution](#)

**128.**

1770B

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

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

[BottleOfJuice's solution](#)

**129.**

1770A

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

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

[BottleOfJuice's solution](#)

**130.**

1769B1

[A > 1008D > C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, implementation, math

[BottleOfJuice's solution](#)

**131.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,779 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BottleOfJuice's solution](#)

**132.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[BottleOfJuice's solution](#)

**133.**

1702D

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

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[BottleOfJuice's solution](#)

**134.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[BottleOfJuice's solution](#)

**135.**

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · MS C++ 2017 (first AC) · Tags: games, greedy

[BottleOfJuice's solution](#)

**136.**

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2022-06-18 · MS C++ 2017 (first AC) · Tags: combinatorics, geometry, greedy, math

[BottleOfJuice's solution](#)

**137.**

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · PyPy 3-64 (first AC) · Tags: combinatorics, implementation, strings

[BottleOfJuice's solution](#)

**138.**

1614B

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

Quality: 29,045 global accepts · Rating: 1000 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[BottleOfJuice's solution](#)

**139.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · MS C++ 2017 (first AC) · Tags: constructive algorithms  
[BottleOfJuice's solution](#)

**140.**

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory  
[BottleOfJuice's solution](#)

**141.**

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[BottleOfJuice's solution](#)

**142.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[BottleOfJuice's solution](#)

**143.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers  
[BottleOfJuice's solution](#)

**144.**

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,735 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings  
[BottleOfJuice's solution](#)

**145.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[BottleOfJuice's solution](#)

**146.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[BottleOfJuice's solution](#)

**147.**

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,019 global accepts · Rating: 1100 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers  
[BottleOfJuice's solution](#)

**148.**

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, sortings

[BottleOfJuice's solution](#)

**149.**

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[BottleOfJuice's solution](#)

**150.**

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[BottleOfJuice's solution](#)

**151.**

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BottleOfJuice's solution](#)

**152.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BottleOfJuice's solution](#)

**153.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-27 · PyPy 3 (first AC) · Tags: greedy, math

[BottleOfJuice's solution](#)

**154.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[BottleOfJuice's solution](#)

**155.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2022-08-26 · PyPy 3-64 (first AC) · Tags: greedy, two pointers

[BottleOfJuice's solution](#)

**156.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[BottleOfJuice's solution](#)

**157.**

1708B

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

Quality: 28,418 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[BottleOfJuice's solution](#)

**158.**

1702C

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

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[BottleOfJuice's solution](#)

**159.**

1673B

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

Quality: 21,784 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[BottleOfJuice's solution](#)

**160.**

1594B

[Special Numbers · Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2022-04-17 · last AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[BottleOfJuice's solution](#)

**161.**

1409B

[Minimum Product · Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2022-04-13 · MS C++ 2017 (first AC) · Tags: brute force, greedy, math

[BottleOfJuice's solution](#)

**162.**

1638B

[Odd Swap Sort · Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · MS C++ 2017 (first AC) · Tags: data structures, math, sortings

[BottleOfJuice's solution](#)

**163.**

1633C

[Kill the Monster · Tutorial](#)

Quality: 21,257 global accepts · Rating: 1100 · first AC: 2022-02-10 · MS C++ 2017 (first AC) · Tags: brute force, math

[BottleOfJuice's solution](#)

**164.**

1547C

[Pair Programming · Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · MS C++ 2017 (first AC) · Tags: greedy, two pointers

[BottleOfJuice's solution](#)

**165.**

2069B

[Set of Strangers · Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[BottleOfJuice's solution](#)

**166.**

1870B

[Friendly Arrays · Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[BottleOfJuice's solution](#)

**167.**

1843D

[Apple Tree · Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[BottleOfJuice's solution](#)

**168.**

1832C

[Contrast Value · Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[BottleOfJuice's solution](#)

**169.**

1671C

[Dolce Vita · Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[BottleOfJuice's solution](#)

**170.**

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[BottleOfJuice's solution](#)

**171.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[BottleOfJuice's solution](#)

**172.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,115 global accepts · Rating: 1200 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[BottleOfJuice's solution](#)

**173.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[BottleOfJuice's solution](#)

**174.**

1769C1

[A Good CD\\$C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, dp, greedy

[BottleOfJuice's solution](#)

**175.**

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[BottleOfJuice's solution](#)

**176.**

1679B

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

Quality: 27,440 global accepts · Rating: 1200 · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[BottleOfJuice's solution](#)

**177.**

1006C

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

Quality: 25,364 global accepts · Rating: 1200 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[BottleOfJuice's solution](#)

**178.**

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-04-06 · MS C++ 2017 (first AC) · Tags: greedy, implementation

[BottleOfJuice's solution](#)

**179.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,664 global accepts · Rating: 1200 · first AC: 2022-03-31 · MS C++ 2017 (first AC) · Tags: implementation

[BottleOfJuice's solution](#)

**180.**

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[BottleOfJuice's solution](#)

**181.**

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-08 · MS C++ 2017 (first AC) · Tags: greedy, hashing, implementation, sortings

[BottleOfJuice's solution](#)

**182.**

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · MS C++ 2017 (first AC) · Tags: greedy, sortings

[BottleOfJuice's solution](#)

**183.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · MS C++ 2017 (first AC) · Tags: brute force, greedy, math, strings

[BottleOfJuice's solution](#)

**184.**

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · MS C++ 2017 (first AC) · Tags: interactive, math

[BottleOfJuice's solution](#)

**185.**

1536B

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

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-06 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, strings

[BottleOfJuice's solution](#)

**186.**

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2024-08-20 · last AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, sortings

[BottleOfJuice's solution](#)

**187.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[BottleOfJuice's solution](#)

**188.**

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[BottleOfJuice's solution](#)

**189.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[BottleOfJuice's solution](#)

**190.**

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[BottleOfJuice's solution](#)

**191.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[BottleOfJuice's solution](#)

**192.**

1794C

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

Quality: 22,088 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[BottleOfJuice's solution](#)

**193.**

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[BottleOfJuice's solution](#)

**194.**

1775B

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

Quality: 20,741 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[BottleOfJuice's solution](#)

**195.**

1769C2

[A&gt;C&gt;D&gt;C&gt;C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: \*special, dp

[BottleOfJuice's solution](#)

**196.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[BottleOfJuice's solution](#)

**197.**

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[BottleOfJuice's solution](#)

**198.**

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BottleOfJuice's solution](#)

**199.**

1733C

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

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[BottleOfJuice's solution](#)

**200.**

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[BottleOfJuice's solution](#)

**201.**

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · MS C++ 2017 (first AC) · Tags: brute force, data structures

[BottleOfJuice's solution](#)

**202.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[BottleOfJuice's solution](#)

**203.**

1668C

[Make it Increasing](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-04-19 · last AC: 2022-04-20 · MS C++ 2017 (first AC) · Tags: brute force, greedy, math

[BottleOfJuice's solution](#)

**204.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[BottleOfJuice's solution](#)

**205.**

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-04-02 · MS C++ 2017 (first AC) · Tags: dp, greedy, strings

[BottleOfJuice's solution](#)

**206.**

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · last AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BottleOfJuice's solution](#)

**207.**

1650D

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

Quality: 14,725 global accepts · Rating: 1300 · first AC: 2022-03-08 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[BottleOfJuice's solution](#)

**208.**

1649B

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

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · MS C++ 2017 (first AC) · Tags: greedy, implementation

[BottleOfJuice's solution](#)

**209.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,943 global accepts · Rating: 1300 · first AC: 2022-02-14 · MS C++ 2017 (first AC) · Tags: data structures, dsu, graphs, math

[BottleOfJuice's solution](#)

**210.**

1594E1

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-08 · MS C++ 2017 (first AC) · Tags: combinatorics, math

[BottleOfJuice's solution](#)

**211.**

1182B

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

Quality: 12,003 global accepts · Rating: 1300 · first AC: 2021-06-09 · MS C++ 2017 (first AC) · Tags: dfs and similar, implementation, strings  
[BottleOfJuice's solution](#)

**212.**

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2021-06-09 · Python 3 (first AC) · Tags: \*special, brute force  
[BottleOfJuice's solution](#)

**213.**

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2021-06-07 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math  
[BottleOfJuice's solution](#)

**214.**

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2021-06-03 · MS C++ 2017 (first AC) · Tags: constructive algorithms, graphs  
[BottleOfJuice's solution](#)

**215.**

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation  
[BottleOfJuice's solution](#)

**216.**

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math  
[BottleOfJuice's solution](#)

**217.**

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[BottleOfJuice's solution](#)

**218.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings  
[BottleOfJuice's solution](#)

**219.**

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[BottleOfJuice's solution](#)

**220.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[BottleOfJuice's solution](#)

**221.**

1825C

[LuoTianyi and the Show](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[BottleOfJuice's solution](#)



**232.**

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · last AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[BottleOfJuice's solution](#)

**233.**

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BottleOfJuice's solution](#)

**234.**

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[BottleOfJuice's solution](#)

**235.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[BottleOfJuice's solution](#)

**236.**

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[BottleOfJuice's solution](#)

**237.**

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[BottleOfJuice's solution](#)

**238.**

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[BottleOfJuice's solution](#)

**239.**

1156A

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

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2021-10-02 · MS C++ 2017 (first AC) · Tags: geometry

[BottleOfJuice's solution](#)

**240.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2021-06-03 · Python 3 (first AC) · Tags: dp, math, number theory

[BottleOfJuice's solution](#)

**241.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,204 global accepts · Rating: 1400 · first AC: 2021-06-03 · MS C++ 2017 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[BottleOfJuice's solution](#)

**242.**

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2021-06-03 · MS C++ 2017 (first AC) · Tags: binary search, greedy, sortings

[BottleOfJuice's solution](#)

**243.**

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[BottleOfJuice's solution](#)

**244.**

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[BottleOfJuice's solution](#)

**245.**

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[BottleOfJuice's solution](#)

**246.**

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[BottleOfJuice's solution](#)

**247.**

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[BottleOfJuice's solution](#)

**248.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[BottleOfJuice's solution](#)

**249.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[BottleOfJuice's solution](#)

**250.**

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[BottleOfJuice's solution](#)

**251.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[BottleOfJuice's solution](#)

**252.**

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,205 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[BottleOfJuice's solution](#)

**253.**

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[BottleOfJuice's solution](#)

**254.**

1754C2

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

Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[BottleOfJuice's solution](#)

**255.**

697C

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, trees

[BottleOfJuice's solution](#)

**256.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[BottleOfJuice's solution](#)

**257.**

1711C

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

Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[BottleOfJuice's solution](#)

**258.**

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,634 global accepts · Rating: 1500 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math

[BottleOfJuice's solution](#)

**259.**

1106D

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

Quality: 19,663 global accepts · Rating: 1500 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[BottleOfJuice's solution](#)

**260.**

1676H2

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

Quality: 13,265 global accepts · Rating: 1500 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[BottleOfJuice's solution](#)

**261.**

566F

[Cliques in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[BottleOfJuice's solution](#)

**262.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[BottleOfJuice's solution](#)

**263.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2022-04-30 · last AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory  
[BottleOfJuice's solution](#)

**264.**

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1500 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math  
[BottleOfJuice's solution](#)

**265.**

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math  
[BottleOfJuice's solution](#)

**266.**

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings  
[BottleOfJuice's solution](#)

**267.**

1651C

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

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-10 · MS C++ 2017 (first AC) · Tags: brute force, data structures, implementation  
[BottleOfJuice's solution](#)

**268.**

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2021-08-12 · last AC: 2021-08-12 · MS C++ 2017 (first AC) · Tags: brute force, data structures, dp, greedy  
[BottleOfJuice's solution](#)

**269.**

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-03 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math, number theory  
[BottleOfJuice's solution](#)

**270.**

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,800 global accepts · Rating: 1500 · first AC: 2021-06-08 · MS C++ 2017 (first AC) · Tags: binary search, strings, two pointers  
[BottleOfJuice's solution](#)

**271.**

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2021-06-05 · MS C++ 2017 (first AC) · Tags: binary search, geometry, shortest paths, sortings  
[BottleOfJuice's solution](#)

**272.**

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,500 global accepts · Rating: 1500 · first AC: 2021-06-04 · MS C++ 2017 (first AC) · Tags: binary search, sortings

[BottleOfJuice's solution](#)

**273.**

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[BottleOfJuice's solution](#)

**274.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[BottleOfJuice's solution](#)

**275.**

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[BottleOfJuice's solution](#)

**276.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[BottleOfJuice's solution](#)

**277.**

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1600 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[BottleOfJuice's solution](#)

**278.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[BottleOfJuice's solution](#)

**279.**

1875D

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

Quality: 11,408 global accepts · Rating: 1600 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[BottleOfJuice's solution](#)

**280.**

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[BottleOfJuice's solution](#)

**281.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BottleOfJuice's solution](#)

**282.**

1843E

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

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[BottleOfJuice's solution](#)

**283.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[BottleOfJuice's solution](#)

**284.**

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[BottleOfJuice's solution](#)

**285.**

1754D

[Factorial Divisibility](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[BottleOfJuice's solution](#)

**286.**

1795D

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

Quality: 13,079 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[BottleOfJuice's solution](#)

**287.**

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2023-01-10 · PyPy 3-64 (first AC) · Tags: bitmasks, math

[BottleOfJuice's solution](#)

**288.**

1771C

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

Quality: 11,599 global accepts · Rating: 1600 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[BottleOfJuice's solution](#)

**289.**

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-12-23 · MS C++ 2017 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[BottleOfJuice's solution](#)

**290.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[BottleOfJuice's solution](#)

**291.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[BottleOfJuice's solution](#)

**292.**

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[BottleOfJuice's solution](#)

**293.**

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[BottleOfJuice's solution](#)

**294.**

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,849 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[BottleOfJuice's solution](#)

**295.**

1698D

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

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · MS C++ 2017 (first AC) · Tags: binary search, constructive algorithms, interactive

[BottleOfJuice's solution](#)

**296.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[BottleOfJuice's solution](#)

**297.**

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[BottleOfJuice's solution](#)

**298.**

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,750 global accepts · Rating: 1600 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[BottleOfJuice's solution](#)

**299.**

1678C

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[BottleOfJuice's solution](#)

**300.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1600 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[BottleOfJuice's solution](#)

**301.**

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[BottleOfJuice's solution](#)

**302.**

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-04-19 · MS C++ 2017 (first AC) · Tags: brute force, implementation, math, two pointers

[BottleOfJuice's solution](#)

**303.**

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, math

[BottleOfJuice's solution](#)

**304.**

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees

[BottleOfJuice's solution](#)

**305.**

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,240 global accepts · Rating: 1600 · first AC: 2022-04-03 · PyPy 3-64 (first AC) · Tags: brute force, geometry

[BottleOfJuice's solution](#)

**306.**

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-04-02 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[BottleOfJuice's solution](#)

**307.**

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[BottleOfJuice's solution](#)

**308.**

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[BottleOfJuice's solution](#)

**309.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-02-11 · MS C++ 2017 (first AC) · Tags: dp, greedy

[BottleOfJuice's solution](#)

**310.**

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2021-06-09 · MS C++ 2017 (first AC) · Tags: data structures, expression parsing, implementation

[BottleOfJuice's solution](#)

**311.**

1029C

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

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2021-06-05 · MS C++ 2017 (first AC) · Tags: greedy, math, sortings

[BottleOfJuice's solution](#)

**312.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[BottleOfJuice's solution](#)

### 313.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[BottleOfJuice's solution](#)

### 314.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-04-04 · last AC: 2024-08-22 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math

[BottleOfJuice's solution](#)

### 315.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[BottleOfJuice's solution](#)

### 316.

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, sortings

[BottleOfJuice's solution](#)

### 317.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[BottleOfJuice's solution](#)

### 318.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2023-08-12 · last AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[BottleOfJuice's solution](#)

### 319.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[BottleOfJuice's solution](#)

### 320.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[BottleOfJuice's solution](#)

### 321.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[BottleOfJuice's solution](#)

### 322.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[BottleOfJuice's solution](#)

**323.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-24 · last AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[BottleOfJuice's solution](#)

**324.**

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[BottleOfJuice's solution](#)

**325.**

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[BottleOfJuice's solution](#)

**326.**

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[BottleOfJuice's solution](#)

**327.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[BottleOfJuice's solution](#)

**328.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[BottleOfJuice's solution](#)

**329.**

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[BottleOfJuice's solution](#)

**330.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[BottleOfJuice's solution](#)

**331.**

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[BottleOfJuice's solution](#)

**332.**

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[BottleOfJuice's solution](#)

**333.**

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[BottleOfJuice's solution](#)

**334.**

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[BottleOfJuice's solution](#)

**335.**

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[BottleOfJuice's solution](#)

**336.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[BottleOfJuice's solution](#)

**337.**

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[BottleOfJuice's solution](#)

**338.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · MS C++ 2017 (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[BottleOfJuice's solution](#)

**339.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2022-06-14 · MS C++ 2017 (first AC) · Tags: dfs and similar, graphs, two pointers

[BottleOfJuice's solution](#)

**340.**

127D

[Password](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[BottleOfJuice's solution](#)

**341.**

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[BottleOfJuice's solution](#)

**342.**

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2022-06-04 · MS C++ 2017 (first AC) · Tags: data structures, implementation, sortings  
[BottleOfJuice's solution](#)

**343.**

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2022-05-29 · MS C++ 2017 (first AC) · Tags: games, geometry, math  
[BottleOfJuice's solution](#)

**344.**

1368D

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

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[BottleOfJuice's solution](#)

**345.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[BottleOfJuice's solution](#)

**346.**

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-02 · MS C++ 2017 (first AC) · Tags: brute force, implementation, math, strings  
[BottleOfJuice's solution](#)

**347.**

798C

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

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory  
[BottleOfJuice's solution](#)

**348.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2022-03-21 · MS C++ 2017 (first AC) · Tags: dfs and similar, dsu, graphs  
[BottleOfJuice's solution](#)

**349.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2022-03-17 · MS C++ 2017 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers  
[BottleOfJuice's solution](#)

**350.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2022-03-11 · PyPy 3-64 (first AC) · Tags: binary search, math  
[BottleOfJuice's solution](#)

**351.**

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers  
[BottleOfJuice's solution](#)

**352.**

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory  
[BottleOfJuice's solution](#)

**353.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2024-08-22 · last AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[BottleOfJuice's solution](#)

**354.**

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-06-02 · last AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[BottleOfJuice's solution](#)

**355.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[BottleOfJuice's solution](#)

**356.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[BottleOfJuice's solution](#)

**357.**

90C

[Robbery](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[BottleOfJuice's solution](#)

**358.**

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[BottleOfJuice's solution](#)

**359.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[BottleOfJuice's solution](#)

**360.**

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[BottleOfJuice's solution](#)

**361.**

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-28 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[BottleOfJuice's solution](#)

**362.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[BottleOfJuice's solution](#)

**363.**

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[BottleOfJuice's solution](#)

**364.**

1825D1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[BottleOfJuice's solution](#)

**365.**

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BottleOfJuice's solution](#)

**366.**

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 1800 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings

[BottleOfJuice's solution](#)

**367.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[BottleOfJuice's solution](#)

**368.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[BottleOfJuice's solution](#)

**369.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[BottleOfJuice's solution](#)

**370.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[BottleOfJuice's solution](#)

**371.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[BottleOfJuice's solution](#)

**372.**

195C

[Try and Catch](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 1800 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation

[BottleOfJuice's solution](#)

**373.**

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2022-06-15 · MS C++ 2017 (first AC) · Tags: string suffix structures, strings

[BottleOfJuice's solution](#)

**374.**

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2022-06-13 · MS C++ 2017 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[BottleOfJuice's solution](#)

**375.**

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[BottleOfJuice's solution](#)

**376.**

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[BottleOfJuice's solution](#)

**377.**

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[BottleOfJuice's solution](#)

**378.**

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[BottleOfJuice's solution](#)

**379.**

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[BottleOfJuice's solution](#)

**380.**

1326D2

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2022-05-13 · last AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[BottleOfJuice's solution](#)

**381.**

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[BottleOfJuice's solution](#)

**382.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[BottleOfJuice's solution](#)

**383.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,812 global accepts · Rating: 1800 · first AC: 2021-07-10 · MS C++ 2017 (first AC) · Tags: constructive algorithms, interactive, trees  
[BottleOfJuice's solution](#)

**384.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers  
[BottleOfJuice's solution](#)

**385.**

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers  
[BottleOfJuice's solution](#)

**386.**

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy  
[BottleOfJuice's solution](#)

**387.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[BottleOfJuice's solution](#)

**388.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees  
[BottleOfJuice's solution](#)

**389.**

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory  
[BottleOfJuice's solution](#)

**390.**

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp  
[BottleOfJuice's solution](#)

**391.**

222D

[Olympiad](#) · [Tutorial](#)

Quality: 2,341 global accepts · Rating: 1900 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers  
[BottleOfJuice's solution](#)

**392.**

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs  
[BottleOfJuice's solution](#)

**393.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[BottleOfJuice's solution](#)

**394.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[BottleOfJuice's solution](#)

**395.**

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[BottleOfJuice's solution](#)

**396.**

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[BottleOfJuice's solution](#)

**397.**

488B

[Candy Boxes](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 1900 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[BottleOfJuice's solution](#)

**398.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[BottleOfJuice's solution](#)

**399.**

5C

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

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[BottleOfJuice's solution](#)

**400.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[BottleOfJuice's solution](#)

**401.**

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-29 · MS C++ 2017 (first AC) · Tags: data structures, dp, geometry, shortest paths

[BottleOfJuice's solution](#)

**402.**

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,608 global accepts · Rating: 1900 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[BottleOfJuice's solution](#)

**403.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[BottleOfJuice's solution](#)

**404.**

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[BottleOfJuice's solution](#)

**405.**

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1900 · first AC: 2022-05-26 · MS C++ 2017 (first AC) · Tags: binary search, dfs and similar, dp, graphs

[BottleOfJuice's solution](#)

**406.**

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[BottleOfJuice's solution](#)

**407.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,910 global accepts · Rating: 1900 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[BottleOfJuice's solution](#)

**408.**

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,398 global accepts · Rating: 1900 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[BottleOfJuice's solution](#)

**409.**

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[BottleOfJuice's solution](#)

**410.**

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[BottleOfJuice's solution](#)

**411.**

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[BottleOfJuice's solution](#)

**412.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[BottleOfJuice's solution](#)

**413.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,012 global accepts · Rating: 2000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees  
[BottleOfJuice's solution](#)

**414.**

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[BottleOfJuice's solution](#)

**415.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[BottleOfJuice's solution](#)

**416.**

69C

[Game](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2000 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[BottleOfJuice's solution](#)

**417.**

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2023-08-12 · last AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu

[BottleOfJuice's solution](#)

**418.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[BottleOfJuice's solution](#)

**419.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[BottleOfJuice's solution](#)

**420.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[BottleOfJuice's solution](#)

**421.**

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2022-06-18 · MS C++ 2017 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[BottleOfJuice's solution](#)

**422.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[BottleOfJuice's solution](#)

**423.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[BottleOfJuice's solution](#)

**424.**

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[BottleOfJuice's solution](#)

**425.**

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, strings

[BottleOfJuice's solution](#)

**426.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-04-06 · MS C++ 2017 (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[BottleOfJuice's solution](#)

**427.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[BottleOfJuice's solution](#)

**428.**

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[BottleOfJuice's solution](#)

**429.**

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,992 global accepts · Rating: 2100 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[BottleOfJuice's solution](#)

**430.**

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[BottleOfJuice's solution](#)

**431.**

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[BottleOfJuice's solution](#)

**432.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

math, number theory

[BottleOfJuice's solution](#)

**433.**

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2100 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, graphs, greedy

[BottleOfJuice's solution](#)

**434.**

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: geometry, ternary search

[BottleOfJuice's solution](#)

**435.**

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[BottleOfJuice's solution](#)

**436.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[BottleOfJuice's solution](#)

**437.**

546E

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

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, math

[BottleOfJuice's solution](#)

**438.**

1802F

[The way home](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-03-09 · last AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[BottleOfJuice's solution](#)

**439.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[BottleOfJuice's solution](#)

**440.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[BottleOfJuice's solution](#)

**441.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[BottleOfJuice's solution](#)

**442.**

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2100 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[BottleOfJuice's solution](#)

**443.**

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[BottleOfJuice's solution](#)

**444.**

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2100 · first AC: 2022-06-01 · PyPy 3-64 (first AC) · Tags: binary search, interactive, probabilities

[BottleOfJuice's solution](#)

**445.**

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[BottleOfJuice's solution](#)

**446.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[BottleOfJuice's solution](#)

**447.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[BottleOfJuice's solution](#)

**448.**

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[BottleOfJuice's solution](#)

**449.**

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[BottleOfJuice's solution](#)

**450.**

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[BottleOfJuice's solution](#)

**451.**

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[BottleOfJuice's solution](#)

**452.**

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[BottleOfJuice's solution](#)

**453.**

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[BottleOfJuice's solution](#)

**454.**

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[BottleOfJuice's solution](#)

**455.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,451 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[BottleOfJuice's solution](#)

**456.**

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[BottleOfJuice's solution](#)

**457.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[BottleOfJuice's solution](#)

**458.**

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[BottleOfJuice's solution](#)

**459.**

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[BottleOfJuice's solution](#)

**460.**

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[BottleOfJuice's solution](#)

**461.**

556E

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

Rating: 2200 · first AC: 2022-05-28 · MS C++ 2017 (first AC) · Tags: binary search, data structures

[BottleOfJuice's solution](#)

**462.**

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[BottleOfJuice's solution](#)

**463.**

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[BottleOfJuice's solution](#)

**464.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[BottleOfJuice's solution](#)

**465.**

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[BottleOfJuice's solution](#)

**466.**

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[BottleOfJuice's solution](#)

**467.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[BottleOfJuice's solution](#)

**468.**

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[BottleOfJuice's solution](#)

**469.**

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings

[BottleOfJuice's solution](#)

**470.**

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[BottleOfJuice's solution](#)

**471.**

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[BottleOfJuice's solution](#)

**472.**

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · last AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[BottleOfJuice's solution](#)

**473.**

898F

[Restoring the Expression](#) · Tutorial

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, math

[BottleOfJuice's solution](#)

**474.**

1790G

[Tokens on Graph](#) · Tutorial

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[BottleOfJuice's solution](#)

**475.**

1748E

[Yet Another Array Counting Problem](#) · Tutorial

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-12-24 · MS C++ 2017 (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[BottleOfJuice's solution](#)

**476.**

727E

[Games on a CD](#) · Tutorial

Quality: 1,555 global accepts · Rating: 2300 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[BottleOfJuice's solution](#)

**477.**

2111F

[Puzzle](#) · Tutorial

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[BottleOfJuice's solution](#)

**478.**

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · Tutorial

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[BottleOfJuice's solution](#)

**479.**

2023C

[C+K+S](#) · Tutorial

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[BottleOfJuice's solution](#)

**480.**

1981D

[Turtle and Multiplication](#) · Tutorial

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[BottleOfJuice's solution](#)

**481.**

1888F

[Minimum Array](#) · Tutorial

Rating: 2400 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[BottleOfJuice's solution](#)

**482.**

51E

[Pentagon](#) · Tutorial

Quality: 455 global accepts · Rating: 2400 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, matrices

[BottleOfJuice's solution](#)

**483.**

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[BottleOfJuice's solution](#)

**484.**

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2023-03-10 · MS C++ 2017 (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[BottleOfJuice's solution](#)

**485.**

312D

[Cats Transport](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp

[BottleOfJuice's solution](#)

**486.**

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[BottleOfJuice's solution](#)

**487.**

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[BottleOfJuice's solution](#)

**488.**

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[BottleOfJuice's solution](#)

**489.**

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[BottleOfJuice's solution](#)

**490.**

595D

[Max and Bike](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[BottleOfJuice's solution](#)

**491.**

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[BottleOfJuice's solution](#)

**492.**

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[BottleOfJuice's solution](#)

**493.**

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[BottleOfJuice's solution](#)

**494.**

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[BottleOfJuice's solution](#)

**495.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[BottleOfJuice's solution](#)

**496.**

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[BottleOfJuice's solution](#)

**497.**

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[BottleOfJuice's solution](#)

**498.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[BottleOfJuice's solution](#)

**499.**

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[BottleOfJuice's solution](#)

**500.**

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[BottleOfJuice's solution](#)

**501.**

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[BottleOfJuice's solution](#)

**502.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[BottleOfJuice's solution](#)

**503.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2022-09-18 · last AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[BottleOfJuice's solution](#)

**504.**

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[BottleOfJuice's solution](#)

**505.**

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[BottleOfJuice's solution](#)

**506.**

102962B

[Diamond Hands](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

**507.**

102962A

[Parking Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

**508.**

103575C

[Primle](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

**509.**

103575B

[Even Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

**510.**

103575A

[Designing a New Logo](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

**511.**

1020907

[BottleOfJuice's solution](#)

Rating: — · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

**512.**

1020906

[A, T, D, S, D, 2C ; DÄ=D´5 D\\$ @CT=C,, @Cä2C#8](#)

Rating: — · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

513.

1020905

[A056;ACô@C 2CÔKC' <C @D >DT>C@](#)

Rating: — · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

514.

1020864

[AÄ00;8CÔ=Cä5 Cä1D4GCT=C,,5](#)

Rating: — · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

515.

1020863

[A 2D\\$;CÄ0D\\$8Ct0Dd8Dò AC;C 4C](#)

Rating: — · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

516.

1020862

[A5;Cf;D'5 C;2C 4D 0D\\$K](#)

Rating: — · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

517.

1020861

[AD20;8Ct<CT@CT=C,,O](#)

Rating: — · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

518.

100850D

[A5;Cf;D" <CTGD\\$K](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

519.

100850C

[B,T;C;DÄ=C O CD5CÄ>C;@C BC,,O](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

520.

100850E

[A;C;CÄ0D\\$5C`LCÔ>CR 4CT6D4@D BC\\$>](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

521.

100850J

[Aò@C;A\\$0Dò ?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BDÂ FC,,DD](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

522.

100850G

[BD8D;jaC€](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

523.

100850I

[A;LCÄ5CÒ 2C ;DäBD°](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

524.

100850H

[AäBĐtQD" >C >D,,8C :C E](#)

Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BottleOfJuice's solution](#)

525.

100850F

[B T0C#>C0>Cd0D\\$8Dđ](#)

Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BottleOfJuice's solution](#)

526.

100850A

[A 3D>CÔ>CÂÔ;Dä1C,,BCT;DÀ](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

527.

100036A

[AôCCuKdLc#8 1D](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

528.

100036D

[A\\$Kd0Ccd5CÔ8CP](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

529.

100036B

[A#;T0Bc#0 CD;Dò ECä<DôGC#0](#)

Rating: — · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BottleOfJuice's solution](#)

530.

100036H

[Aô @CäD 0CÄ<C ?D 8DT>C´>C48Dt5D :Cä3Cä 8D AC´5CD>C\\$0CÔ8Dò ?D >C4@C <CÄ8D BCä2](#)

Rating: — · first AC: 2024-12-06 · PyPy 3-64 (first AC) · Tags: —

[BottleOfJuice's solution](#)

531.

100036G

[A T@Ct1C,,9 A#@C,,6C =Cä2D :Cä3Cä](#)

Rating: — · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BottleOfJuice's solution](#)

532.

100036K

[AD20j#6CT=C,,5](#)

Rating: — · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BottleOfJuice's solution](#)

533.

100036F

[B 00t2G!5Dt5CÔ8Dò A C,,7CÄ5D 8D\\$5C´5CÄ](#)

Rating: — · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BottleOfJuice's solution](#)

534.

100036J

[A40C!6SCD0CÔAC#0Dò >C >D >CÔ0](#)

Rating: — · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BottleOfJuice's solution](#)

535.

100036E

[B 7D00\\$5CD;C,,2C O Cò>D ;CT4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BottleOfJuice's solution](#)

536.

100033B

[B->D0G\\$=Cä2C =C,,O Cò> Cò@Cä3D 0CÄ<C,,@Cä2C =C,,N](#)

Rating: — · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BottleOfJuice's solution](#)

537.

100033E

[A 4D00Ö=D 5 C#>C';;C 9CD5D K](#)

Rating: — · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BottleOfJuice's solution](#)

538.

100033J

[B0D00ä2Cä5 D,,>D0](#)

Rating: — · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BottleOfJuice's solution](#)

539.

100033I

[B 0CÄ#CD2Cä9D BC\\$5CÖ=D'9 CD>C#CCÄ5CÖB](#)

Rating: — · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BottleOfJuice's solution](#)

540.

100033D

[BÖCTD\\$@C,,GCTAD\\$2Cä](#)

Rating: — · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BottleOfJuice's solution](#)

541.

100033H

[B ;CT4D4ND"5CR @C 7C 8CT=C,,5 CÖ0 D ;C 3C 5CÄKCP](#)

Rating: — · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: —

[BottleOfJuice's solution](#)

542.

100033G

[Aö@C#1CT6C#8 Cò> AÄ0CÖEDÖBD\\$5CÖC](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

543.

100033K

[A#@C#AC,,2C O D\\$0C ;C,,FC @CT7D4;DÄBC BCä2](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

544.

100033F

[A#D#C,,GCTAC#8CR 7C EC\\$0D\\$GC,,:C€](#)

Rating: — · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BottleOfJuice's solution](#)

545.

100296F

[A\\$0C#1C ND"0DöADò ?C'0D BC,,=C](#)

Rating: — · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

546.

100296K

[A\\$0D€D](#)

Rating: — · first AC: 2024-12-02 · last AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

547.

100296J

[A10C4@C =C60D ?Cä@D](#)

Rating: — · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

548.

100296C

[A4=0äxD 8 Aä4C,,=Cä:C O C4>D 0](#)

Rating: — · first AC: 2024-12-02 · last AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

549.

100296A

[Aä;CT0, 4C\\$>C,,GCÔKCR ?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BC€](#)

Rating: — · first AC: 2024-12-02 · last AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BottleOfJuice's solution](#)

550.

100296E

[B\\$5C15DD>CÔ=D`5 CÔ>CÄ5D 0](#)

Rating: — · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

551.

100296I

[A5D5D\\$OC48C\\$0CÔ8CR :C =C BC](#)

Rating: — · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BottleOfJuice's solution](#)

552.

100296H

[A10D`6D`5CÔ=Cä5 D >CT4C,,=CT=C,,5](#)

Rating: — · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

553.

100296G

[A7@C,7D°](#)

Rating: — · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

554.

100296D

[A5C@ C AC=0 Ct0C >D 0](#)

Rating: — · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

555.

100296B

[A45D5CB`CP](#)

Rating: — · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

556.

105507E

[B-0DAG4C=0 CÔO DÔ:Ct0CÄ5CÔ5](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

557.

105507L

[A, 40TAC'LCÖ0Dò DCäBCä3D 0DD8Dò](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

558.

105507D

[A@C@C@C @C 7Cä2C =C,,5 D BD >C#8](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

559.

105507B

[A4>0'K](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

560.

105507A

[A5>0#Cò:C 2CT;CäAC,,?CT4C](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

561.

103483J

[Yurik and Woodwork Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

562.

103483H

[Lots of Parabolas](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

563.

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BottleOfJuice's solution](#)

564.

103483G

[The Math of Sailing](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BottleOfJuice's solution](#)

565.

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[BottleOfJuice's solution](#)

566.

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

567.

103483D

[Exam registration](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

568.

103483F

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

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

569.

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

570.

1049492

[A 8D\\$×CÔ8Dt5D :C O Cô>D ;CT4Cä2C BCT;DÄ=CäAD\\$](#)L

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

571.

104373B

[The Matching System](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

572.

100738J

[The craziness of Juvel](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · last AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

573.

104521A

[World's Hardest Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

574.

103643L

[Circle Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · last AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

575.

101370K

[Treediff](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

576.

100633E

[Pea-City](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

577.

102893H

[Hard Work](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

578.

102893I

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

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

579.

102893E

[Prank at IKEA](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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580.

102893L

[The Firm Knapsack Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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581.

102893C

[Check Markers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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582.

102893B

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

583.

102893J

[Straight](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

584.

102893D

[Multiple Subject Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · PyPy 3-64 (first AC) · Tags: —

[BottleOfJuice's solution](#)

585.

102893F

[SMS from MCHS](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

586.

102893A

[Bank Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

587.

101364H

[A×O15C0](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

588.

101364D

[B, 1D201C,,7C05D](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

589.

101364A

[B-20T0@DT<C AD 8C\\$=C O Bt5D =C O ADKD 0](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

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[AD@Cä=D°](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

591.

101364E

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Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

592.

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[A48005D <D47D´:C](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

593.

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[A·00t>Dl:C, 8 B4@C 3C =D°](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

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[AÖ50TAD\\$5D BC\\$5CÔ=D´9 CäBC >D](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

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[AÄ5040C´>CÄ0CÔ8Dð](#)

Rating: — · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

596.

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[B\\$5C15D>CÔ=D´9 CÔ>CÄ5D](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

597.

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Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

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Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

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[BottleOfJuice's solution](#)

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Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

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[AÄ0040Ct8Cö](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

603.

100044D

[A4xDiBC,,=C,,FC](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

604.

100044A

[AÖ00ritCä;DÄHC,,9 Cä1D”8C’ 4CT;C,,BCT;DÄ](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

605.

102443L

[Time Travel](#) · Tutorial

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

606.

102443D

[Guess the Path](#) · Tutorial

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

607.

102443G

[Too Many Hyphens](#) · Tutorial

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

608.

102443H

[Planet Nine](#) · Tutorial

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

609.

102443I

[Dates](#) · Tutorial

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

610.

102443F

[Isosceles triangles](#) · Tutorial

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

611.

102443A

[Attractive Flowers](#) · Tutorial

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

612.

101636B

[AaBc@D`BD'9 C^CC >C](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

613.

101636F

[Aö00040T<C,,O 2](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

614.

101636E

[A45D`C DAC#0Dò >C`8CÄ?C,,0CD0](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

615.

101636L

[A@CäAD\\$KCR AD4DDD8C^AD°](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

616.

101636G

[Aö001a](#)

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[BottleOfJuice's solution](#)

617.

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[B\\$C0i8Ct<](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

618.

101636C

[A45C0DC,,3D4@C FC,,>CÔ=D`9 DD0C”;](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

619.

101636M

[A\\$D AD\\$0CÔ>C\\$;CT=C,,5 Cò>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

620.

101636K

[B 4C,HCT=CÔ>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

621.

102185A

[AÄD0C\\$LC,,=D`9 CD5D 0CÔB](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

622.

102185C

[A#00000CT @CTAD\\$0D\\$L C 5D ?Cä:Cä8D\\$LD O C, ?Cä;Dä1C,,BDÄ :C :D\\$CD K](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

623.

102185G

[A48DriD6=CD0](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

624.

102185E

[BT0dG00](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

625.

102185H

[LOCALC++ · Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

626.

102185D

[AT2DriC\\$8CD5C08CP](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

627.

102185J

[A5DriC`5C08CR :D >Cα>CD8C`>C](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

628.

102185F

[B\\$00riC`8CÄ8D](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

629.

102185B

[BD80riAC,,@Cä2C =C00Dò FCT=C](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

630.

1812D

[Trivial Conjecture · Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-15 · PyPy 3-64 (first AC) · Tags: \*special, constructive algorithms, math, number theory

[BottleOfJuice's solution](#)

631.

1812J

[Unmysterious Language · Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-15 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[BottleOfJuice's solution](#)

632.

1812E

[Not a Geometry Problem · Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-09 · PyPy 3-64 (first AC) · Tags: \*special, constructive algorithms, geometry, math

[BottleOfJuice's solution](#)

633.

1812A

[Are You a Robot? · Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, expression parsing, strings

[BottleOfJuice's solution](#)

**634.**

104162B

[A=001CT=CÔKCR GC,,AC`0](#)

Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

**635.**

1035322

[A@018C ND`8C' @Cä1CäB](#)

Rating: — · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[BottleOfJuice's solution](#)

**636.**

1024794

[Aä70,008C 4C 4C`O D >C >D\\$>C](#)

Rating: — · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

**637.**

1024793

[A->D4C0 D @D4BC,,=Cä9](#)

Rating: — · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

**638.**

1024792

[A@0012D`HCT=C,,5 D :Cä@CäAD\\$8](#)

Rating: — · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

**639.**

1024791

[B 000=CäAD\\$L C=2C 4D 0D\\$>C](#)

Rating: — · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

**640.**

100003F

[A,,ED\\$5D 5D =D`5 Dt8D ;C](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[BottleOfJuice's solution](#)

**641.**

1029366

[B18D,rj0](#)

Rating: — · first AC: 2022-08-23 · MS C++ 2017 (first AC) · Tags: —

[BottleOfJuice's solution](#)

**642.**

1029365

[A=001504C @DÂ =C C`LDD5 Bd5CÔBC 2D 0](#)

Rating: — · first AC: 2022-08-23 · MS C++ 2017 (first AC) · Tags: —

[BottleOfJuice's solution](#)

**643.**

1029352

[B 00010,,5CÔ8CR BC 1C`8DdK](#)

Rating: — · first AC: 2022-08-22 · MS C++ 2017 (first AC) · Tags: —

[BottleOfJuice's solution](#)

**644.**

1029351

[AD20riaAD\\$0CÔ:C](#)

Rating: — · first AC: 2022-08-22 · MS C++ 2017 (first AC) · Tags: —

[BottleOfJuice's solution](#)