

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

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# Unique solved — BreakPlay

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

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

Filters: none

Count: 1,665

- 1.**  
2178A  
[Yes or Yes](#) · [Tutorial](#)  
Quality: 25,729 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[BreakPlay's solution](#)
- 2.**  
2122A  
[Greedy Grid](#) · [Tutorial](#)  
Quality: 19,202 global accepts · Rating: 800 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[BreakPlay's solution](#)
- 3.**  
2021A  
[Meaning Mean](#) · [Tutorial](#)  
Quality: 21,500 global accepts · Rating: 800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings  
[BreakPlay's solution](#)
- 4.**  
2002A  
[Distanced Coloring](#) · [Tutorial](#)  
Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
[BreakPlay's solution](#)
- 5.**  
1987A  
[Upload More RAM](#) · [Tutorial](#)  
Quality: 28,989 global accepts · Rating: 800 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[BreakPlay's solution](#)
- 6.**  
1991A  
[Maximize the Last Element](#) · [Tutorial](#)  
Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[BreakPlay's solution](#)
- 7.**  
1978A  
[Alice and Books](#) · [Tutorial](#)  
Quality: 28,621 global accepts · Rating: 800 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[BreakPlay's solution](#)
- 8.**  
1978B  
[New Bakery](#) · [Tutorial](#)  
Quality: 25,329 global accepts · Rating: 800 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search  
[BreakPlay's solution](#)
- 9.**  
1912L  
[LOL Lovers](#) · [Tutorial](#)  
Quality: 8,594 global accepts · Rating: 800 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: strings  
[BreakPlay's solution](#)

**10.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,288 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: sortings

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**11.**

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[BreakPlay's solution](#)

**12.**

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[BreakPlay's solution](#)

**13.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,385 global accepts · Rating: 800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[BreakPlay's solution](#)

**14.**

1845A

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

Quality: 47,327 global accepts · Rating: 800 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[BreakPlay's solution](#)

**15.**

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,172 global accepts · Rating: 800 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[BreakPlay's solution](#)

**16.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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**17.**

1799A

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**18.**

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[BreakPlay's solution](#)

**19.**

1783A

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

Quality: 48,696 global accepts · Rating: 800 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[BreakPlay's solution](#)

**20.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**21.**

1748A

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

Quality: 25,311 global accepts · Rating: 800 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: math

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**22.**

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

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**23.**

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

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**24.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

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**25.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,064 global accepts · Rating: 800 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[BreakPlay's solution](#)

**26.**

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,192 global accepts · Rating: 800 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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**27.**

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[BreakPlay's solution](#)

**28.**

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[BreakPlay's solution](#)

**29.**

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,593 global accepts · Rating: 800 · first AC: 2022-07-21 · last AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

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**30.**

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
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**31.**

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[BreakPlay's solution](#)

**32.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,378 global accepts · Rating: 800 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
[BreakPlay's solution](#)

**33.**

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[BreakPlay's solution](#)

**34.**

1552A

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

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**35.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,260 global accepts · Rating: 800 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: math, number theory  
[BreakPlay's solution](#)

**36.**

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 800 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: math  
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**37.**

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: math  
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**38.**

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation  
[BreakPlay's solution](#)

**39.**

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
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**40.**

1393A

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

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: greedy, math  
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**41.**

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,807 global accepts · Rating: 800 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: greedy

[BreakPlay's solution](#)

**42.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,576 global accepts · Rating: 800 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: greedy, sortings

[BreakPlay's solution](#)

**43.**

1388A

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

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[BreakPlay's solution](#)

**44.**

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,871 global accepts · Rating: 800 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

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**45.**

2178B

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Quality: 21,580 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[BreakPlay's solution](#)

**46.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings, two pointers

[BreakPlay's solution](#)

**47.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,572 global accepts · Rating: 900 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[BreakPlay's solution](#)

**48.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 900 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[BreakPlay's solution](#)

**49.**

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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**50.**

1764B

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Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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**51.**

1733B

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Quality: 21,072 global accepts · Rating: 900 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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**52.**

1726A

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Quality: 36,526 global accepts · Rating: 900 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[BreakPlay's solution](#)

**53.**

1709B

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Quality: 25,837 global accepts · Rating: 900 · first AC: 2022-07-21 · last AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation

[BreakPlay's solution](#)

**54.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: \*special, implementation, interactive

[BreakPlay's solution](#)

**55.**

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 900 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[BreakPlay's solution](#)

**56.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

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**57.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,908 global accepts · Rating: 1000 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**58.**

1859B

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

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**59.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,344 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

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**60.**

1804B

[Vaccination](#) · [Tutorial](#)

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**61.**

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[BreakPlay's solution](#)

**62.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[BreakPlay's solution](#)

**63.**

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
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**64.**

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: greedy, math  
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**65.**

2122B

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Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[BreakPlay's solution](#)

**66.**

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
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**67.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
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**68.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings  
[BreakPlay's solution](#)

**69.**

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
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**70.**

1726B

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

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
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**71.**

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math  
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**72.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings  
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**73.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,693 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

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**74.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,817 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

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**75.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[BreakPlay's solution](#)

**76.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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**77.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

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**78.**

1860B

[Fancy Coins](#) · [Tutorial](#)

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**79.**

1859C

[Another Permutation Problem](#) · [Tutorial](#)

Quality: 18,654 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

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**80.**

1799B

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**81.**

1738B

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

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**82.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,936 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[BreakPlay's solution](#)

**83.**

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[BreakPlay's solution](#)

- 84.**  
1586B  
[Omkar and Heavenly Tree](#) · [Tutorial](#)  
Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees  
[BreakPlay's solution](#)
- 85.**  
1455B  
[Jumps](#) · [Tutorial](#)  
Quality: 23,234 global accepts · Rating: 1200 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[BreakPlay's solution](#)
- 86.**  
1553C  
[Penalty](#) · [Tutorial](#)  
Quality: 19,802 global accepts · Rating: 1200 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy  
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- 87.**  
1495A  
[Diamond Miner](#) · [Tutorial](#)  
Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: geometry, greedy, math, sortings  
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- 88.**  
1428B  
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Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: graphs, implementation  
[BreakPlay's solution](#)
- 89.**  
1399C  
[Boats Competition](#) · [Tutorial](#)  
Quality: 32,649 global accepts · Rating: 1200 · first AC: 2020-08-05 · last AC: 2020-08-05 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers  
[BreakPlay's solution](#)
- 90.**  
1384A  
[Common Prefixes](#) · [Tutorial](#)  
Quality: 19,611 global accepts · Rating: 1200 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings  
[BreakPlay's solution](#)
- 91.**  
2021C1  
[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)  
Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[BreakPlay's solution](#)
- 92.**  
1753A1  
[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)  
Quality: 16,451 global accepts · Rating: 1300 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[BreakPlay's solution](#)
- 93.**  
1991C  
[Absolute Zero](#) · [Tutorial](#)  
Quality: 17,703 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[BreakPlay's solution](#)
- 94.**  
1978C  
[Manhattan Permutations](#) · [Tutorial](#)  
Quality: 17,785 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[BreakPlay's solution](#)

**95.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,473 global accepts · Rating: 1300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[BreakPlay's solution](#)

**96.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

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**97.**

1775B

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

Quality: 20,730 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

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**98.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BreakPlay's solution](#)

**99.**

1733C

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

Quality: 17,097 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[BreakPlay's solution](#)

**100.**

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

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[BreakPlay's solution](#)

**101.**

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[BreakPlay's solution](#)

**102.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, strings

[BreakPlay's solution](#)

**103.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1400 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[BreakPlay's solution](#)

**104.**

1863D

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

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[BreakPlay's solution](#)

**105.**

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,561 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, greedy  
[BreakPlay's solution](#)

**106.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,787 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings  
[BreakPlay's solution](#)

**107.**

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy  
[BreakPlay's solution](#)

**108.**

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,779 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[BreakPlay's solution](#)

**109.**

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[BreakPlay's solution](#)

**110.**

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[BreakPlay's solution](#)

**111.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,158 global accepts · Rating: 1400 · first AC: 2021-07-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths  
[BreakPlay's solution](#)

**112.**

505B

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

Quality: 14,978 global accepts · Rating: 1400 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs  
[BreakPlay's solution](#)

**113.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,087 global accepts · Rating: 1400 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers  
[BreakPlay's solution](#)

**114.**

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[BreakPlay's solution](#)

**115.**

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[BreakPlay's solution](#)

**116.**

1809C

[Sum on Subarrays · Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[BreakPlay's solution](#)

**117.**

1804C

[Pull Your Luck · Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[BreakPlay's solution](#)

**118.**

1738C

[Even Number Addicts · Tutorial](#)

Quality: 12,772 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[BreakPlay's solution](#)

**119.**

1630A

[And Matching · Tutorial](#)

Quality: 16,149 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[BreakPlay's solution](#)

**120.**

148B

[Escape · Tutorial](#)

Quality: 6,015 global accepts · Rating: 1500 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BreakPlay's solution](#)

**121.**

574B

[Bear and Three Musketeers · Tutorial](#)

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[BreakPlay's solution](#)

**122.**

1552B

[Running for Gold · Tutorial](#)

Quality: 16,930 global accepts · Rating: 1500 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, sortings

[BreakPlay's solution](#)

**123.**

1553D

[Backspace · Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: dp, greedy, strings, two pointers

[BreakPlay's solution](#)

**124.**

1436C

[Binary Search · Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics

[BreakPlay's solution](#)

**125.**

1416A

[k-Amazing Numbers · Tutorial](#)

Quality: 16,719 global accepts · Rating: 1500 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: binary search, data structures,

implementation, two pointers

[BreakPlay's solution](#)

**126.**

1391C

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

Quality: 16,026 global accepts · Rating: 1500 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math

[BreakPlay's solution](#)

**127.**

1399D

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

Quality: 19,900 global accepts · Rating: 1500 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[BreakPlay's solution](#)

**128.**

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,562 global accepts · Rating: 1500 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, two pointers

[BreakPlay's solution](#)

**129.**

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[BreakPlay's solution](#)

**130.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,628 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[BreakPlay's solution](#)

**131.**

1775C

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

Quality: 14,204 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[BreakPlay's solution](#)

**132.**

1748C

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

Quality: 13,003 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[BreakPlay's solution](#)

**133.**

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[BreakPlay's solution](#)

**134.**

1658D1

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

Quality: 10,002 global accepts · Rating: 1600 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[BreakPlay's solution](#)

**135.**

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[BreakPlay's solution](#)

**136.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,631 global accepts · Rating: 1600 · first AC: 2021-04-22 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[BreakPlay's solution](#)

**137.**

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[BreakPlay's solution](#)

**138.**

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: \*special, implementation, number theory

[BreakPlay's solution](#)

**139.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,290 global accepts · Rating: 1600 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: math, number theory

[BreakPlay's solution](#)

**140.**

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,343 global accepts · Rating: 1600 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[BreakPlay's solution](#)

**141.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BreakPlay's solution](#)

**142.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,393 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[BreakPlay's solution](#)

**143.**

2089A

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

Quality: 7,191 global accepts · Rating: 1700 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[BreakPlay's solution](#)

**144.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[BreakPlay's solution](#)

**145.**

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[BreakPlay's solution](#)

**146.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[BreakPlay's solution](#)

**147.**

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[BreakPlay's solution](#)

**148.**

1783C

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

Quality: 10,881 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[BreakPlay's solution](#)

**149.**

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[BreakPlay's solution](#)

**150.**

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[BreakPlay's solution](#)

**151.**

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2022-07-21 · last AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math

[BreakPlay's solution](#)

**152.**

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[BreakPlay's solution](#)

**153.**

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[BreakPlay's solution](#)

**154.**

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[BreakPlay's solution](#)

**155.**

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[BreakPlay's solution](#)

**156.**

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[BreakPlay's solution](#)

**157.**

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,111 global accepts · Rating: 1700 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[BreakPlay's solution](#)

**158.**

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1700 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[BreakPlay's solution](#)

**159.**

1320B

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

Quality: 6,438 global accepts · Rating: 1700 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[BreakPlay's solution](#)

**160.**

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BreakPlay's solution](#)

**161.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,526 global accepts · Rating: 1700 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: combinatorics, math

[BreakPlay's solution](#)

**162.**

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[BreakPlay's solution](#)

**163.**

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[BreakPlay's solution](#)

**164.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,621 global accepts · Rating: 1700 · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: dp

[BreakPlay's solution](#)

**165.**

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: greedy, strings

[BreakPlay's solution](#)

**166.**

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[BreakPlay's solution](#)

**167.**

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: greedy, math

[BreakPlay's solution](#)

**168.**

1393C

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

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

[BreakPlay's solution](#)

**169.**

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[BreakPlay's solution](#)

**170.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[BreakPlay's solution](#)

**171.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[BreakPlay's solution](#)

**172.**

1856E1

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

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[BreakPlay's solution](#)

**173.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[BreakPlay's solution](#)

**174.**

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,995 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[BreakPlay's solution](#)

**175.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[BreakPlay's solution](#)

**176.**

1809D

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

Quality: 7,277 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[BreakPlay's solution](#)

**177.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[BreakPlay's solution](#)

**178.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[BreakPlay's solution](#)

**179.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,906 global accepts · Rating: 1800 · first AC: 2021-10-14 · last AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[BreakPlay's solution](#)

**180.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · last AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[BreakPlay's solution](#)

**181.**

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[BreakPlay's solution](#)

**182.**

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[BreakPlay's solution](#)

**183.**

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[BreakPlay's solution](#)

**184.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[BreakPlay's solution](#)

**185.**

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2021-07-16 · last AC: 2021-07-16 · GNU C++11 (first AC) · Tags: data structures, dp, two pointers

[BreakPlay's solution](#)

**186.**

1324F

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

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[BreakPlay's solution](#)

**187.**

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: binary search, implementation, math, two

pointers

[BreakPlay's solution](#)

**188.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[BreakPlay's solution](#)

**189.**

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math, ternary search

[BreakPlay's solution](#)

**190.**

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: \*special, greedy, implementation, shortest paths

[BreakPlay's solution](#)

**191.**

483B

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

Quality: 4,347 global accepts · Rating: 1800 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: binary search, math

[BreakPlay's solution](#)

**192.**

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1800 · first AC: 2021-03-08 · GNU C++11 (first AC) · Tags: greedy

[BreakPlay's solution](#)

**193.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[BreakPlay's solution](#)

**194.**

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: binary search, greedy

[BreakPlay's solution](#)

**195.**

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[BreakPlay's solution](#)

**196.**

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[BreakPlay's solution](#)

**197.**

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: dp, greedy, sortings, two pointers

[BreakPlay's solution](#)

**198.**

1388C

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

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, trees

[BreakPlay's solution](#)

**199.**

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[BreakPlay's solution](#)

**200.**

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,510 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[BreakPlay's solution](#)

**201.**

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,088 global accepts · Rating: 1900 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[BreakPlay's solution](#)

**202.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[BreakPlay's solution](#)

**203.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[BreakPlay's solution](#)

**204.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[BreakPlay's solution](#)

**205.**

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[BreakPlay's solution](#)

**206.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[BreakPlay's solution](#)

**207.**

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,803 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[BreakPlay's solution](#)

**208.**

1785B

[Letter Exchange](#) · [Tutorial](#)

Quality: 1900 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[BreakPlay's solution](#)

**209.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[BreakPlay's solution](#)

**210.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[BreakPlay's solution](#)

**211.**

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, trees

[BreakPlay's solution](#)

**212.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,856 global accepts · Rating: 1900 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[BreakPlay's solution](#)

**213.**

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[BreakPlay's solution](#)

**214.**

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[BreakPlay's solution](#)

**215.**

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[BreakPlay's solution](#)

**216.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[BreakPlay's solution](#)

**217.**

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[BreakPlay's solution](#)

**218.**

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1900 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: dp, probabilities

[BreakPlay's solution](#)

**219.**

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,812 global accepts · Rating: 1900 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: math, probabilities

[BreakPlay's solution](#)

**220.**

1361B

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[BreakPlay's solution](#)

**221.**

524C

[The Art of Dealing with ATM](#) · [Tutorial](#)

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: binary search, sortings

[BreakPlay's solution](#)

**222.**

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, two pointers

[BreakPlay's solution](#)

**223.**

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: data structures, dp

[BreakPlay's solution](#)

**224.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,167 global accepts · Rating: 1900 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: binary search, data structures

[BreakPlay's solution](#)

**225.**

928C

[Dependency management](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 1900 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: \*special, graphs, implementation

[BreakPlay's solution](#)

**226.**

928D

[Autocompletion](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 1900 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: \*special, strings, trees

[BreakPlay's solution](#)

**227.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2021-04-22 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[BreakPlay's solution](#)

**228.**

1508A

[Binary Literature](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[BreakPlay's solution](#)

**229.**

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[BreakPlay's solution](#)

**230.**

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[BreakPlay's solution](#)

**231.**

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[BreakPlay's solution](#)

**232.**

488B

[Candy Boxes](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 1900 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[BreakPlay's solution](#)

**233.**

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: games, greedy

[BreakPlay's solution](#)

**234.**

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: combinatorics, dp

[BreakPlay's solution](#)

**235.**

476D

[Dreamoon and Sets](#) · [Tutorial](#)

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[BreakPlay's solution](#)

**236.**

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,524 global accepts · Rating: 1900 · first AC: 2021-03-05 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[BreakPlay's solution](#)

**237.**

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[BreakPlay's solution](#)

**238.**

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,180 global accepts · Rating: 1900 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation

[BreakPlay's solution](#)

**239.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,285 global accepts · Rating: 1900 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu,

sortings

[BreakPlay's solution](#)

**240.**

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: data structures, greedy

[BreakPlay's solution](#)

**241.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[BreakPlay's solution](#)

**242.**

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy

[BreakPlay's solution](#)

**243.**

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[BreakPlay's solution](#)

**244.**

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[BreakPlay's solution](#)

**245.**

1384B1

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[BreakPlay's solution](#)

**246.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,686 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[BreakPlay's solution](#)

**247.**

182C

[Optimal Sum](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[BreakPlay's solution](#)

**248.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[BreakPlay's solution](#)

**249.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[BreakPlay's solution](#)

**250.**

1978E

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

Quality: 4,604 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[BreakPlay's solution](#)

**251.**

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[BreakPlay's solution](#)

**252.**

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[BreakPlay's solution](#)

**253.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[BreakPlay's solution](#)

**254.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[BreakPlay's solution](#)

**255.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[BreakPlay's solution](#)

**256.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[BreakPlay's solution](#)

**257.**

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[BreakPlay's solution](#)

**258.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[BreakPlay's solution](#)

**259.**

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[BreakPlay's solution](#)

**260.**

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[BreakPlay's solution](#)

**261.**

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[BreakPlay's solution](#)

**262.**

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[BreakPlay's solution](#)

**263.**

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,919 global accepts · Rating: 2000 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[BreakPlay's solution](#)

**264.**

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[BreakPlay's solution](#)

**265.**

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2000 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[BreakPlay's solution](#)

**266.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,345 global accepts · Rating: 2000 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[BreakPlay's solution](#)

**267.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[BreakPlay's solution](#)

**268.**

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[BreakPlay's solution](#)

**269.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,047 global accepts · Rating: 2000 · first AC: 2021-07-19 · GNU C++11 (first AC) · Tags: \*special, data structures

[BreakPlay's solution](#)

**270.**

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 2000 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: math

[BreakPlay's solution](#)

**271.**

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: dp, strings

[BreakPlay's solution](#)

**272.**

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[BreakPlay's solution](#)

**273.**

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: binary search, brute force, geometry, math

[BreakPlay's solution](#)

**274.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 2000 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, number theory

[BreakPlay's solution](#)

**275.**

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: math

[BreakPlay's solution](#)

**276.**

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2021-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[BreakPlay's solution](#)

**277.**

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[BreakPlay's solution](#)

**278.**

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[BreakPlay's solution](#)

**279.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,346 global accepts · Rating: 2000 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[BreakPlay's solution](#)

**280.**

490E

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

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation

[BreakPlay's solution](#)

**281.**

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, two pointers

[BreakPlay's solution](#)

**282.**

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[BreakPlay's solution](#)

**283.**

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[BreakPlay's solution](#)

**284.**

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,141 global accepts · Rating: 2000 · first AC: 2021-03-09 · GNU C++11 (first AC) · Tags: dp

[BreakPlay's solution](#)

**285.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2021-03-08 · GNU C++11 (first AC) · Tags: brute force, data structures, math

[BreakPlay's solution](#)

**286.**

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings, trees

[BreakPlay's solution](#)

**287.**

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,385 global accepts · Rating: 2000 · first AC: 2021-03-05 · GNU C++11 (first AC) · Tags: brute force, geometry

[BreakPlay's solution](#)

**288.**

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[BreakPlay's solution](#)

**289.**

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[BreakPlay's solution](#)

**290.**

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings, strings

[BreakPlay's solution](#)

**291.**

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: brute force, geometry

[BreakPlay's solution](#)

**292.**

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[BreakPlay's solution](#)

**293.**

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,018 global accepts · Rating: 2000 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[BreakPlay's solution](#)

**294.**

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[BreakPlay's solution](#)

**295.**

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[BreakPlay's solution](#)

**296.**

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: dp

[BreakPlay's solution](#)

**297.**

877E

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

Quality: 5,496 global accepts · Rating: 2000 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[BreakPlay's solution](#)

**298.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 2000 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[BreakPlay's solution](#)

**299.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[BreakPlay's solution](#)

**300.**

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[BreakPlay's solution](#)

**301.**

1399E1

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

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[BreakPlay's solution](#)

**302.**

1388D

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

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[BreakPlay's solution](#)

**303.**

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, math

[BreakPlay's solution](#)

**304.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[BreakPlay's solution](#)

**305.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[BreakPlay's solution](#)

**306.**

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[BreakPlay's solution](#)

**307.**

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[BreakPlay's solution](#)

**308.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[BreakPlay's solution](#)

**309.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2100 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[BreakPlay's solution](#)

**310.**

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[BreakPlay's solution](#)

**311.**

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[BreakPlay's solution](#)

**312.**

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[BreakPlay's solution](#)

**313.**

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[BreakPlay's solution](#)

**314.**

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[BreakPlay's solution](#)

**315.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 2100 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings

[BreakPlay's solution](#)

**316.**

540E

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

Quality: 2,492 global accepts · Rating: 2100 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[BreakPlay's solution](#)

**317.**

1364D

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

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[BreakPlay's solution](#)

**318.**

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

[BreakPlay's solution](#)

**319.**

1363D

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

Quality: 4,413 global accepts · Rating: 2100 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: binary search, implementation, interactive, math

[BreakPlay's solution](#)

**320.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[BreakPlay's solution](#)

**321.**

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[BreakPlay's solution](#)

**322.**

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,355 global accepts · Rating: 2100 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[BreakPlay's solution](#)

**323.**

496E

[Distributing Parts](#) · [Tutorial](#)

Quality: 1,759 global accepts · Rating: 2100 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: greedy, sortings

[BreakPlay's solution](#)

**324.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[BreakPlay's solution](#)

**325.**

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2100 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs

[BreakPlay's solution](#)

**326.**

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,745 global accepts · Rating: 2100 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[BreakPlay's solution](#)

**327.**

491B

[New York Hotel](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2100 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: greedy, math

[BreakPlay's solution](#)

**328.**

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: combinatorics, math, strings

[BreakPlay's solution](#)

**329.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: dp, greedy

[BreakPlay's solution](#)

**330.**

894E

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

Quality: 3,089 global accepts · Rating: 2100 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: dp, graphs

[BreakPlay's solution](#)

**331.**

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: combinatorics, dp

[BreakPlay's solution](#)

**332.**

847F

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

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[BreakPlay's solution](#)

**333.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 2100 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: binary search, math, sortings, two pointers

[BreakPlay's solution](#)

**334.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,592 global accepts · Rating: 2100 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[BreakPlay's solution](#)

**335.**

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[BreakPlay's solution](#)

**336.**

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: combinatorics, dp

[BreakPlay's solution](#)

**337.**

1254B2

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

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[BreakPlay's solution](#)

**338.**

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: dp

[BreakPlay's solution](#)

**339.**

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 2100 · first AC: 2020-12-26 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[BreakPlay's solution](#)

**340.**

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: data structures

[BreakPlay's solution](#)

**341.**

1393D

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[BreakPlay's solution](#)

**342.**

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[BreakPlay's solution](#)

**343.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[BreakPlay's solution](#)

**344.**

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[BreakPlay's solution](#)

**345.**

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[BreakPlay's solution](#)

**346.**

1991F

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

Quality: 2,776 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[BreakPlay's solution](#)

**347.**

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[BreakPlay's solution](#)

**348.**

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[BreakPlay's solution](#)

**349.**

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[BreakPlay's solution](#)

**350.**

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[BreakPlay's solution](#)

**351.**

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[BreakPlay's solution](#)

**352.**

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[BreakPlay's solution](#)

**353.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[BreakPlay's solution](#)

**354.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2200 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[BreakPlay's solution](#)

**355.**

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2200 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[BreakPlay's solution](#)

**356.**

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[BreakPlay's solution](#)

**357.**

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[BreakPlay's solution](#)

**358.**

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths

[BreakPlay's solution](#)

**359.**

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2200 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[BreakPlay's solution](#)

**360.**

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[BreakPlay's solution](#)

**361.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[BreakPlay's solution](#)

**362.**

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[BreakPlay's solution](#)

**363.**

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[BreakPlay's solution](#)

**364.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,333 global accepts · Rating: 2200 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings  
[BreakPlay's solution](#)

**365.**

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings  
[BreakPlay's solution](#)

**366.**

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2021-07-19 · GNU C++11 (first AC) · Tags: binary search, dp, trees  
[BreakPlay's solution](#)

**367.**

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: greedy, implementation, math, ternary search  
[BreakPlay's solution](#)

**368.**

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory  
[BreakPlay's solution](#)

**369.**

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[BreakPlay's solution](#)

**370.**

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: brute force, dp  
[BreakPlay's solution](#)

**371.**

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: dp  
[BreakPlay's solution](#)

**372.**

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2200 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory  
[BreakPlay's solution](#)

**373.**

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: data structures, interactive, trees  
[BreakPlay's solution](#)

**374.**

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees  
[BreakPlay's solution](#)

**375.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[BreakPlay's solution](#)

**376.**

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[BreakPlay's solution](#)

**377.**

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: brute force, data structures, trees

[BreakPlay's solution](#)

**378.**

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, hashing, math

[BreakPlay's solution](#)

**379.**

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2021-03-09 · GNU C++11 (first AC) · Tags: dp, strings

[BreakPlay's solution](#)

**380.**

819A

[Mister B and Boring Game](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: \*broken, games, greedy

[BreakPlay's solution](#)

**381.**

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: data structures, implementation

[BreakPlay's solution](#)

**382.**

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[BreakPlay's solution](#)

**383.**

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[BreakPlay's solution](#)

**384.**

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[BreakPlay's solution](#)

**385.**

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: binary search, data structures

[BreakPlay's solution](#)

**386.**

1249F

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

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: dp, trees

[BreakPlay's solution](#)

**387.**

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 2200 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[BreakPlay's solution](#)

**388.**

1399E2

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

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[BreakPlay's solution](#)

**389.**

1389E

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

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: math, number theory

[BreakPlay's solution](#)

**390.**

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[BreakPlay's solution](#)

**391.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[BreakPlay's solution](#)

**392.**

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[BreakPlay's solution](#)

**393.**

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[BreakPlay's solution](#)

**394.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[BreakPlay's solution](#)

**395.**

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[BreakPlay's solution](#)

**396.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[BreakPlay's solution](#)

**397.**

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[BreakPlay's solution](#)

**398.**

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[BreakPlay's solution](#)

**399.**

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[BreakPlay's solution](#)

**400.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[BreakPlay's solution](#)

**401.**

1748E

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

Quality: 2,666 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[BreakPlay's solution](#)

**402.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[BreakPlay's solution](#)

**403.**

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,079 global accepts · Rating: 2300 · first AC: 2021-04-07 · last AC: 2022-08-02 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[BreakPlay's solution](#)

**404.**

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-05-02 · last AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[BreakPlay's solution](#)

**405.**

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[BreakPlay's solution](#)

**406.**

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[BreakPlay's solution](#)

**407.**

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[BreakPlay's solution](#)

**408.**

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[BreakPlay's solution](#)

**409.**

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[BreakPlay's solution](#)

**410.**

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy

[BreakPlay's solution](#)

**411.**

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[BreakPlay's solution](#)

**412.**

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[BreakPlay's solution](#)

**413.**

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[BreakPlay's solution](#)

**414.**

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[BreakPlay's solution](#)

**415.**

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[BreakPlay's solution](#)

**416.**

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[BreakPlay's solution](#)

**417.**

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees

[BreakPlay's solution](#)

**418.**

845G

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

Quality: 2,161 global accepts · Rating: 2300 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math

[BreakPlay's solution](#)

**419.**

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,768 global accepts · Rating: 2300 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[BreakPlay's solution](#)

**420.**

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[BreakPlay's solution](#)

**421.**

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**422.**

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[BreakPlay's solution](#)

**423.**

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[BreakPlay's solution](#)

**424.**

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[BreakPlay's solution](#)

**425.**

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[BreakPlay's solution](#)

**426.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[BreakPlay's solution](#)

**427.**

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 2300 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[BreakPlay's solution](#)

**428.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[BreakPlay's solution](#)

**429.**

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, trees

[BreakPlay's solution](#)

**430.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[BreakPlay's solution](#)

**431.**

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[BreakPlay's solution](#)

**432.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[BreakPlay's solution](#)

**433.**

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[BreakPlay's solution](#)

**434.**

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2300 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[BreakPlay's solution](#)

**435.**

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[BreakPlay's solution](#)

**436.**

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[BreakPlay's solution](#)

**437.**

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[BreakPlay's solution](#)

**438.**

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, number theory

[BreakPlay's solution](#)

**439.**

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[BreakPlay's solution](#)

**440.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[BreakPlay's solution](#)

**441.**

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[BreakPlay's solution](#)

**442.**

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[BreakPlay's solution](#)

**443.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[BreakPlay's solution](#)

**444.**

715B

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

Quality: 3,433 global accepts · Rating: 2300 · first AC: 2021-09-08 · last AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[BreakPlay's solution](#)

**445.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices  
[BreakPlay's solution](#)

**446.**

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[BreakPlay's solution](#)

**447.**

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[BreakPlay's solution](#)

**448.**

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings  
[BreakPlay's solution](#)

**449.**

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, sortings  
[BreakPlay's solution](#)

**450.**

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,341 global accepts · Rating: 2300 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[BreakPlay's solution](#)

**451.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings  
[BreakPlay's solution](#)

**452.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees  
[BreakPlay's solution](#)

**453.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,019 global accepts · Rating: 2300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths  
[BreakPlay's solution](#)

**454.**

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,375 global accepts · Rating: 2300 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[BreakPlay's solution](#)

**455.**

1450C2

[Erich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[BreakPlay's solution](#)

**456.**

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 2300 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[BreakPlay's solution](#)

**457.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory, two pointers

[BreakPlay's solution](#)

**458.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 2300 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[BreakPlay's solution](#)

**459.**

438D

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

Quality: 11,595 global accepts · Rating: 2300 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[BreakPlay's solution](#)

**460.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,398 global accepts · Rating: 2300 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[BreakPlay's solution](#)

**461.**

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[BreakPlay's solution](#)

**462.**

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[BreakPlay's solution](#)

**463.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,988 global accepts · Rating: 2300 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[BreakPlay's solution](#)

**464.**

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: combinatorics, math

[BreakPlay's solution](#)

**465.**

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[BreakPlay's solution](#)

**466.**

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[BreakPlay's solution](#)

**467.**

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[BreakPlay's solution](#)

**468.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · last AC: 2021-07-23 · GNU C++11 (first AC) · Tags: data structures, math

[BreakPlay's solution](#)

**469.**

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation

[BreakPlay's solution](#)

**470.**

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: data structures

[BreakPlay's solution](#)

**471.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: graphs, hashing, math, number theory

[BreakPlay's solution](#)

**472.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2021-04-15 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[BreakPlay's solution](#)

**473.**

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[BreakPlay's solution](#)

**474.**

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: data structures, probabilities

[BreakPlay's solution](#)

**475.**

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: brute force, hashing, math

[BreakPlay's solution](#)

**476.**

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: binary search, dp

[BreakPlay's solution](#)

**477.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[BreakPlay's solution](#)

**478.**

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[BreakPlay's solution](#)

**479.**

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: binary search, data structures, trees

[BreakPlay's solution](#)

**480.**

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, interactive, math

[BreakPlay's solution](#)

**481.**

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[BreakPlay's solution](#)

**482.**

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: data structures, flows, hashing

[BreakPlay's solution](#)

**483.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[BreakPlay's solution](#)

**484.**

1394B

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

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[BreakPlay's solution](#)

**485.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[BreakPlay's solution](#)

**486.**

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2025-05-06 · last AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[BreakPlay's solution](#)

**487.**

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math  
[BreakPlay's solution](#)

**488.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths  
[BreakPlay's solution](#)

**489.**

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers  
[BreakPlay's solution](#)

**490.**

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2400 · first AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory  
[BreakPlay's solution](#)

**491.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math  
[BreakPlay's solution](#)

**492.**

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs  
[BreakPlay's solution](#)

**493.**

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[BreakPlay's solution](#)

**494.**

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths  
[BreakPlay's solution](#)

**495.**

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs  
[BreakPlay's solution](#)

**496.**

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, math  
[BreakPlay's solution](#)

**497.**

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[BreakPlay's solution](#)

**498.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[BreakPlay's solution](#)

**499.**

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[BreakPlay's solution](#)

**500.**

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[BreakPlay's solution](#)

**501.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[BreakPlay's solution](#)

**502.**

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[BreakPlay's solution](#)

**503.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[BreakPlay's solution](#)

**504.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[BreakPlay's solution](#)

**505.**

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[BreakPlay's solution](#)

**506.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[BreakPlay's solution](#)

**507.**

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2022-02-03 · last AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[BreakPlay's solution](#)

**508.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2400 · first AC: 2022-07-21 · last AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[BreakPlay's solution](#)

**509.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2400 · first AC: 2021-08-23 · last AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[BreakPlay's solution](#)

**510.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[BreakPlay's solution](#)

**511.**

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[BreakPlay's solution](#)

**512.**

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[BreakPlay's solution](#)

**513.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[BreakPlay's solution](#)

**514.**

1620G

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

Quality: 1,155 global accepts · Rating: 2400 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[BreakPlay's solution](#)

**515.**

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[BreakPlay's solution](#)

**516.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[BreakPlay's solution](#)

**517.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2021-08-21 · last AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[BreakPlay's solution](#)

**518.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[BreakPlay's solution](#)

**519.**

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[BreakPlay's solution](#)

**520.**

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[BreakPlay's solution](#)

**521.**

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[BreakPlay's solution](#)

**522.**

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[BreakPlay's solution](#)

**523.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[BreakPlay's solution](#)

**524.**

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[BreakPlay's solution](#)

**525.**

1008D

[Pave the Parallelepiped](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[BreakPlay's solution](#)

**526.**

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[BreakPlay's solution](#)

**527.**

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[BreakPlay's solution](#)

**528.**

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[BreakPlay's solution](#)

**529.**

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[BreakPlay's solution](#)

**530.**

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

[BreakPlay's solution](#)

**531.**

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[BreakPlay's solution](#)

**532.**

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,502 global accepts · Rating: 2400 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[BreakPlay's solution](#)

**533.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[BreakPlay's solution](#)

**534.**

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, string suffix structures, strings

[BreakPlay's solution](#)

**535.**

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[BreakPlay's solution](#)

**536.**

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2400 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[BreakPlay's solution](#)

**537.**

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[BreakPlay's solution](#)

**538.**

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[BreakPlay's solution](#)

**539.**

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[BreakPlay's solution](#)

**540.**

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[BreakPlay's solution](#)

**541.**

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[BreakPlay's solution](#)

**542.**

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[BreakPlay's solution](#)

**543.**

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, probabilities

[BreakPlay's solution](#)

**544.**

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2400 · first AC: 2021-12-08 · last AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft

[BreakPlay's solution](#)

**545.**

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[BreakPlay's solution](#)

**546.**

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[BreakPlay's solution](#)

**547.**

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dsu, string suffix structures, strings  
[BreakPlay's solution](#)

**548.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2400 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees  
[BreakPlay's solution](#)

**549.**

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[BreakPlay's solution](#)

**550.**

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees  
[BreakPlay's solution](#)

**551.**

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp  
[BreakPlay's solution](#)

**552.**

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2400 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing  
[BreakPlay's solution](#)

**553.**

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[BreakPlay's solution](#)

**554.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, sortings  
[BreakPlay's solution](#)

**555.**

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings  
[BreakPlay's solution](#)

**556.**

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2400 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings  
[BreakPlay's solution](#)

**557.**

1582F2

[Korney Korneevich and XOR \(hard version\) · Tutorial](#)

Quality: 2,096 global accepts · Rating: 2400 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[BreakPlay's solution](#)

**558.**

979E

[Kuro and Topological Parity · Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[BreakPlay's solution](#)

**559.**

1455E

[Four Points · Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2021-10-13 · last AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[BreakPlay's solution](#)

**560.**

24D

[Broken robot · Tutorial](#)

Quality: 2,651 global accepts · Rating: 2400 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[BreakPlay's solution](#)

**561.**

1527D

[MEX Tree · Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[BreakPlay's solution](#)

**562.**

1523D

[Love-Hate · Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[BreakPlay's solution](#)

**563.**

1469E

[A Bit Similar · Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[BreakPlay's solution](#)

**564.**

798D

[Mike and distribution · Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[BreakPlay's solution](#)

**565.**

1408E

[Avoid Rainbow Cycles · Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[BreakPlay's solution](#)

**566.**

379F

[New Year Tree · Tutorial](#)

Quality: 2,752 global accepts · Rating: 2400 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[BreakPlay's solution](#)

**567.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[BreakPlay's solution](#)

**568.**

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[BreakPlay's solution](#)

**569.**

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[BreakPlay's solution](#)

**570.**

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[BreakPlay's solution](#)

**571.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[BreakPlay's solution](#)

**572.**

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[BreakPlay's solution](#)

**573.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[BreakPlay's solution](#)

**574.**

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[BreakPlay's solution](#)

**575.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[BreakPlay's solution](#)

**576.**

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[BreakPlay's solution](#)

**577.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 2400 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer  
[BreakPlay's solution](#)

**578.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp  
[BreakPlay's solution](#)

**579.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[BreakPlay's solution](#)

**580.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings  
[BreakPlay's solution](#)

**581.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[BreakPlay's solution](#)

**582.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2021-08-20 · last AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry  
[BreakPlay's solution](#)

**583.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2400 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths  
[BreakPlay's solution](#)

**584.**

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy  
[BreakPlay's solution](#)

**585.**

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[BreakPlay's solution](#)

**586.**

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp  
[BreakPlay's solution](#)

**587.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,913 global accepts · Rating: 2400 · first AC: 2021-08-19 · last AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

dfs and similar, trees

[BreakPlay's solution](#)

**588.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,835 global accepts · Rating: 2400 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[BreakPlay's solution](#)

**589.**

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: binary search, dp

[BreakPlay's solution](#)

**590.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2400 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[BreakPlay's solution](#)

**591.**

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: data structures, dp

[BreakPlay's solution](#)

**592.**

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: dp, implementation

[BreakPlay's solution](#)

**593.**

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: data structures, sortings

[BreakPlay's solution](#)

**594.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,431 global accepts · Rating: 2400 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[BreakPlay's solution](#)

**595.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: data structures, two pointers

[BreakPlay's solution](#)

**596.**

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[BreakPlay's solution](#)

**597.**

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 2400 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: data structures, trees

[BreakPlay's solution](#)

**598.**

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[BreakPlay's solution](#)

**599.**

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math

[BreakPlay's solution](#)

**600.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2400 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[BreakPlay's solution](#)

**601.**

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures

[BreakPlay's solution](#)

**602.**

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[BreakPlay's solution](#)

**603.**

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: brute force, dp, trees

[BreakPlay's solution](#)

**604.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,930 global accepts · Rating: 2400 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[BreakPlay's solution](#)

**605.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[BreakPlay's solution](#)

**606.**

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2400 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[BreakPlay's solution](#)

**607.**

1202E

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

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2020-08-08 · GNU C++11 (first AC) · Tags: brute force, string suffix structures, strings

[BreakPlay's solution](#)

**608.**

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,827 global accepts · Rating: 2400 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, matrices

[BreakPlay's solution](#)

**609.**

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[BreakPlay's solution](#)

**610.**

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[BreakPlay's solution](#)

**611.**

147B

[Smile House](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2500 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, matrices

[BreakPlay's solution](#)

**612.**

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[BreakPlay's solution](#)

**613.**

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[BreakPlay's solution](#)

**614.**

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[BreakPlay's solution](#)

**615.**

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[BreakPlay's solution](#)

**616.**

1534F1

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

Quality: 1,399 global accepts · Rating: 2500 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[BreakPlay's solution](#)

**617.**

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[BreakPlay's solution](#)

**618.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[BreakPlay's solution](#)

**619.**

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[BreakPlay's solution](#)

**620.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[BreakPlay's solution](#)

**621.**

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[BreakPlay's solution](#)

**622.**

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[BreakPlay's solution](#)

**623.**

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[BreakPlay's solution](#)

**624.**

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[BreakPlay's solution](#)

**625.**

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[BreakPlay's solution](#)

**626.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[BreakPlay's solution](#)

**627.**

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[BreakPlay's solution](#)

**628.**

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[BreakPlay's solution](#)

**629.**

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-21 · last AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[BreakPlay's solution](#)

**630.**

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[BreakPlay's solution](#)

**631.**

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[BreakPlay's solution](#)

**632.**

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[BreakPlay's solution](#)

**633.**

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[BreakPlay's solution](#)

**634.**

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[BreakPlay's solution](#)

**635.**

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, greedy

[BreakPlay's solution](#)

**636.**

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[BreakPlay's solution](#)

**637.**

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[BreakPlay's solution](#)

**638.**

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[BreakPlay's solution](#)

**639.**

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[BreakPlay's solution](#)

**640.**

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[BreakPlay's solution](#)

**641.**

301C

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

Quality: 488 global accepts · Rating: 2500 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[BreakPlay's solution](#)

**642.**

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[BreakPlay's solution](#)

**643.**

989D

[A Shade of Moonlight](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2500 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math, sortings, two pointers

[BreakPlay's solution](#)

**644.**

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, implementation

[BreakPlay's solution](#)

**645.**

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[BreakPlay's solution](#)

**646.**

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[BreakPlay's solution](#)

**647.**

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**648.**

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[BreakPlay's solution](#)

**649.**

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number

theory

[BreakPlay's solution](#)

**650.**

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[BreakPlay's solution](#)

**651.**

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[BreakPlay's solution](#)

**652.**

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[BreakPlay's solution](#)

**653.**

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[BreakPlay's solution](#)

**654.**

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2500 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[BreakPlay's solution](#)

**655.**

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[BreakPlay's solution](#)

**656.**

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**657.**

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive

[BreakPlay's solution](#)

**658.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[BreakPlay's solution](#)

**659.**

1175F

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

Quality: 2,664 global accepts · Rating: 2500 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and

conquer, hashing, math

[BreakPlay's solution](#)

**660.**

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[BreakPlay's solution](#)

**661.**

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[BreakPlay's solution](#)

**662.**

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[BreakPlay's solution](#)

**663.**

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[BreakPlay's solution](#)

**664.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[BreakPlay's solution](#)

**665.**

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[BreakPlay's solution](#)

**666.**

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[BreakPlay's solution](#)

**667.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[BreakPlay's solution](#)

**668.**

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[BreakPlay's solution](#)

**669.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[BreakPlay's solution](#)

**670.**

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[BreakPlay's solution](#)

**671.**

1407E

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

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[BreakPlay's solution](#)

**672.**

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2500 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[BreakPlay's solution](#)

**673.**

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2500 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[BreakPlay's solution](#)

**674.**

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[BreakPlay's solution](#)

**675.**

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[BreakPlay's solution](#)

**676.**

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[BreakPlay's solution](#)

**677.**

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, strings

[BreakPlay's solution](#)

**678.**

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[BreakPlay's solution](#)

**679.**

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation

[BreakPlay's solution](#)

**680.**

963D

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

Quality: 2,728 global accepts · Rating: 2500 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[BreakPlay's solution](#)

**681.**

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2500 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[BreakPlay's solution](#)

**682.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2022-01-08 · last AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[BreakPlay's solution](#)

**683.**

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[BreakPlay's solution](#)

**684.**

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[BreakPlay's solution](#)

**685.**

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[BreakPlay's solution](#)

**686.**

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation

[BreakPlay's solution](#)

**687.**

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[BreakPlay's solution](#)

**688.**

1174E

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

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[BreakPlay's solution](#)

**689.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[BreakPlay's solution](#)

**690.**

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, number theory

[BreakPlay's solution](#)

**691.**

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[BreakPlay's solution](#)

**692.**

1325F

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

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[BreakPlay's solution](#)

**693.**

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[BreakPlay's solution](#)

**694.**

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[BreakPlay's solution](#)

**695.**

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: games, two pointers

[BreakPlay's solution](#)

**696.**

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[BreakPlay's solution](#)

**697.**

1398F

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

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[BreakPlay's solution](#)

**698.**

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[BreakPlay's solution](#)

**699.**

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[BreakPlay's solution](#)

**700.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[BreakPlay's solution](#)

**701.**

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[BreakPlay's solution](#)

**702.**

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[BreakPlay's solution](#)

**703.**

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: games

[BreakPlay's solution](#)

**704.**

1117G

[Recursive Queries](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**705.**

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[BreakPlay's solution](#)

**706.**

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[BreakPlay's solution](#)

**707.**

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[BreakPlay's solution](#)

**708.**

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[BreakPlay's solution](#)

**709.**

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[BreakPlay's solution](#)

**710.**

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[BreakPlay's solution](#)

## 711.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

## 712.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, greedy

[BreakPlay's solution](#)

## 713.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu

[BreakPlay's solution](#)

## 714.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[BreakPlay's solution](#)

## 715.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[BreakPlay's solution](#)

## 716.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry

[BreakPlay's solution](#)

## 717.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,844 global accepts · Rating: 2500 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[BreakPlay's solution](#)

## 718.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[BreakPlay's solution](#)

## 719.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[BreakPlay's solution](#)

## 720.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[BreakPlay's solution](#)

**721.**

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[BreakPlay's solution](#)

**722.**

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[BreakPlay's solution](#)

**723.**

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graph matchings, greedy

[BreakPlay's solution](#)

**724.**

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[BreakPlay's solution](#)

**725.**

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[BreakPlay's solution](#)

**726.**

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[BreakPlay's solution](#)

**727.**

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[BreakPlay's solution](#)

**728.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2500 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[BreakPlay's solution](#)

**729.**

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,694 global accepts · Rating: 2500 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[BreakPlay's solution](#)

**730.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[BreakPlay's solution](#)

**731.**

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[BreakPlay's solution](#)

**732.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[BreakPlay's solution](#)

**733.**

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[BreakPlay's solution](#)

**734.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[BreakPlay's solution](#)

**735.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[BreakPlay's solution](#)

**736.**

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[BreakPlay's solution](#)

**737.**

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2500 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[BreakPlay's solution](#)

**738.**

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[BreakPlay's solution](#)

**739.**

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[BreakPlay's solution](#)

**740.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[BreakPlay's solution](#)

**741.**

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,694 global accepts · Rating: 2500 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[BreakPlay's solution](#)

**742.**

551E

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

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[BreakPlay's solution](#)

**743.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[BreakPlay's solution](#)

**744.**

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2500 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[BreakPlay's solution](#)

**745.**

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2021-09-16 · last AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[BreakPlay's solution](#)

**746.**

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[BreakPlay's solution](#)

**747.**

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,569 global accepts · Rating: 2500 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[BreakPlay's solution](#)

**748.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[BreakPlay's solution](#)

**749.**

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,031 global accepts · Rating: 2500 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[BreakPlay's solution](#)

**750.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[BreakPlay's solution](#)

**751.**

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[BreakPlay's solution](#)

**752.**

868F

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

Quality: 5,099 global accepts · Rating: 2500 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[BreakPlay's solution](#)

**753.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[BreakPlay's solution](#)

**754.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[BreakPlay's solution](#)

**755.**

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[BreakPlay's solution](#)

**756.**

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[BreakPlay's solution](#)

**757.**

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[BreakPlay's solution](#)

**758.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2021-08-16 · last AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[BreakPlay's solution](#)

**759.**

946G

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

Quality: 790 global accepts · Rating: 2500 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: data structures, dp

[BreakPlay's solution](#)

**760.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2021-07-24 · last AC: 2021-07-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[BreakPlay's solution](#)

**761.**

1361C

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

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive

algorithms, dfs and similar, dsu, graphs

[BreakPlay's solution](#)

**762.**

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: —

[BreakPlay's solution](#)

**763.**

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[BreakPlay's solution](#)

**764.**

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[BreakPlay's solution](#)

**765.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[BreakPlay's solution](#)

**766.**

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: bitmasks, dp

[BreakPlay's solution](#)

**767.**

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[BreakPlay's solution](#)

**768.**

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: combinatorics, fft

[BreakPlay's solution](#)

**769.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: dp, number theory

[BreakPlay's solution](#)

**770.**

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[BreakPlay's solution](#)

**771.**

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[BreakPlay's solution](#)

**772.**

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[BreakPlay's solution](#)

**773.**

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[BreakPlay's solution](#)

**774.**

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[BreakPlay's solution](#)

**775.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BreakPlay's solution](#)

**776.**

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[BreakPlay's solution](#)

**777.**

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[BreakPlay's solution](#)

**778.**

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[BreakPlay's solution](#)

**779.**

1599J

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

Quality: 328 global accepts · Rating: 2600 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy

[BreakPlay's solution](#)

**780.**

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 830 global accepts · Rating: 2600 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft

[BreakPlay's solution](#)

**781.**

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[BreakPlay's solution](#)

**782.**

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees  
[BreakPlay's solution](#)

**783.**

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math  
[BreakPlay's solution](#)

**784.**

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees  
[BreakPlay's solution](#)

**785.**

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, shortest paths  
[BreakPlay's solution](#)

**786.**

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[BreakPlay's solution](#)

**787.**

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings  
[BreakPlay's solution](#)

**788.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2600 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[BreakPlay's solution](#)

**789.**

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp  
[BreakPlay's solution](#)

**790.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, flows, graph matchings, greedy  
[BreakPlay's solution](#)

**791.**

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 2600 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive  
[BreakPlay's solution](#)

**792.**

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[BreakPlay's solution](#)

**793.**

1793E

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

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[BreakPlay's solution](#)

**794.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,494 global accepts · Rating: 2600 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[BreakPlay's solution](#)

**795.**

1821F

[Timber](#) · [Tutorial](#)

Quality: 938 global accepts · Rating: 2600 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[BreakPlay's solution](#)

**796.**

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities, trees

[BreakPlay's solution](#)

**797.**

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[BreakPlay's solution](#)

**798.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[BreakPlay's solution](#)

**799.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[BreakPlay's solution](#)

**800.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[BreakPlay's solution](#)

**801.**

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[BreakPlay's solution](#)

**802.**

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[BreakPlay's solution](#)

**803.**

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[BreakPlay's solution](#)

**804.**

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[BreakPlay's solution](#)

**805.**

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[BreakPlay's solution](#)

**806.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[BreakPlay's solution](#)

**807.**

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, trees

[BreakPlay's solution](#)

**808.**

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities

[BreakPlay's solution](#)

**809.**

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[BreakPlay's solution](#)

**810.**

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[BreakPlay's solution](#)

**811.**

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[BreakPlay's solution](#)

**812.**

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[BreakPlay's solution](#)

**813.**

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games

[BreakPlay's solution](#)

**814.**

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[BreakPlay's solution](#)

**815.**

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[BreakPlay's solution](#)

**816.**

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[BreakPlay's solution](#)

**817.**

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[BreakPlay's solution](#)

**818.**

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths

[BreakPlay's solution](#)

**819.**

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, greedy

[BreakPlay's solution](#)

**820.**

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[BreakPlay's solution](#)

**821.**

2C

[Commentator problem](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 2600 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[BreakPlay's solution](#)

**822.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

greedy

[BreakPlay's solution](#)

**823.**

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[BreakPlay's solution](#)

**824.**

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[BreakPlay's solution](#)

**825.**

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[BreakPlay's solution](#)

**826.**

482C

[Game with Strings](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[BreakPlay's solution](#)

**827.**

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[BreakPlay's solution](#)

**828.**

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[BreakPlay's solution](#)

**829.**

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[BreakPlay's solution](#)

**830.**

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[BreakPlay's solution](#)

**831.**

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, geometry, graphs, sortings

[BreakPlay's solution](#)

**832.**

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[BreakPlay's solution](#)

**833.**

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[BreakPlay's solution](#)

**834.**

1614E

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

Quality: 948 global accepts · Rating: 2600 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[BreakPlay's solution](#)

**835.**

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[BreakPlay's solution](#)

**836.**

372D

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

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[BreakPlay's solution](#)

**837.**

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[BreakPlay's solution](#)

**838.**

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[BreakPlay's solution](#)

**839.**

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[BreakPlay's solution](#)

**840.**

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2600 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[BreakPlay's solution](#)

**841.**

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[BreakPlay's solution](#)

**842.**

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[BreakPlay's solution](#)

**843.**

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[BreakPlay's solution](#)

**844.**

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[BreakPlay's solution](#)

**845.**

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[BreakPlay's solution](#)

**846.**

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[BreakPlay's solution](#)

**847.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[BreakPlay's solution](#)

**848.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[BreakPlay's solution](#)

**849.**

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[BreakPlay's solution](#)

**850.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[BreakPlay's solution](#)

**851.**

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[BreakPlay's solution](#)

**852.**

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: strings

[BreakPlay's solution](#)

**853.**

703E

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

Quality: 670 global accepts · Rating: 2600 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[BreakPlay's solution](#)

**854.**

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,385 global accepts · Rating: 2600 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[BreakPlay's solution](#)

**855.**

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**856.**

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[BreakPlay's solution](#)

**857.**

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[BreakPlay's solution](#)

**858.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[BreakPlay's solution](#)

**859.**

763C

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

Quality: 781 global accepts · Rating: 2600 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[BreakPlay's solution](#)

**860.**

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[BreakPlay's solution](#)

**861.**

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[BreakPlay's solution](#)

**862.**

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[BreakPlay's solution](#)

**863.**

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[BreakPlay's solution](#)

**864.**

6D

[Lizards and Basements 2 · Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[BreakPlay's solution](#)

**865.**

547D

[Mike and Fish · Tutorial](#)

Quality: 3,120 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[BreakPlay's solution](#)

**866.**

896C

[Willem, Chtholly and Seniorious · Tutorial](#)

Quality: 4,434 global accepts · Rating: 2600 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[BreakPlay's solution](#)

**867.**

1584F

[Strange LCS · Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[BreakPlay's solution](#)

**868.**

1582G

[Kuzya and Homework · Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[BreakPlay's solution](#)

**869.**

37E

[Trial for Chief · Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[BreakPlay's solution](#)

**870.**

1067C

[Knights · Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[BreakPlay's solution](#)

**871.**

436E

[Cardboard Box · Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[BreakPlay's solution](#)

**872.**

1503D

[Flip the Cards · Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[BreakPlay's solution](#)

**873.**

1373G

[Pawns · Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy

[BreakPlay's solution](#)

**874.**

724G

[Xor-matic Number of the Graph · Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[BreakPlay's solution](#)

**875.**

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[BreakPlay's solution](#)

**876.**

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[BreakPlay's solution](#)

**877.**

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[BreakPlay's solution](#)

**878.**

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,963 global accepts · Rating: 2600 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[BreakPlay's solution](#)

**879.**

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[BreakPlay's solution](#)

**880.**

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[BreakPlay's solution](#)

**881.**

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[BreakPlay's solution](#)

**882.**

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[BreakPlay's solution](#)

**883.**

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[BreakPlay's solution](#)

**884.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, number

theory

[BreakPlay's solution](#)

**885.**

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[BreakPlay's solution](#)

**886.**

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2600 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing

[BreakPlay's solution](#)

**887.**

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[BreakPlay's solution](#)

**888.**

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[BreakPlay's solution](#)

**889.**

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2600 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[BreakPlay's solution](#)

**890.**

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[BreakPlay's solution](#)

**891.**

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[BreakPlay's solution](#)

**892.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 2600 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[BreakPlay's solution](#)

**893.**

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 2600 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[BreakPlay's solution](#)

**894.**

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, fft, math, number theory

[BreakPlay's solution](#)

**895.**

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[BreakPlay's solution](#)

**896.**

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices

[BreakPlay's solution](#)

**897.**

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp

[BreakPlay's solution](#)

**898.**

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[BreakPlay's solution](#)

**899.**

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[BreakPlay's solution](#)

**900.**

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[BreakPlay's solution](#)

**901.**

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[BreakPlay's solution](#)

**902.**

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[BreakPlay's solution](#)

**903.**

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows

[BreakPlay's solution](#)

**904.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[BreakPlay's solution](#)

**905.**

1368F

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

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, interactive, math

[BreakPlay's solution](#)

**906.**

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[BreakPlay's solution](#)

**907.**

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[BreakPlay's solution](#)

**908.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[BreakPlay's solution](#)

**909.**

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[BreakPlay's solution](#)

**910.**

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[BreakPlay's solution](#)

**911.**

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**912.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[BreakPlay's solution](#)

**913.**

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[BreakPlay's solution](#)

**914.**

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[BreakPlay's solution](#)

**915.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[BreakPlay's solution](#)

**916.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[BreakPlay's solution](#)

**917.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[BreakPlay's solution](#)

**918.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[BreakPlay's solution](#)

**919.**

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[BreakPlay's solution](#)

**920.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,940 global accepts · Rating: 2600 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[BreakPlay's solution](#)

**921.**

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[BreakPlay's solution](#)

**922.**

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,945 global accepts · Rating: 2600 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[BreakPlay's solution](#)

**923.**

321E

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

Quality: 6,271 global accepts · Rating: 2600 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[BreakPlay's solution](#)

**924.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[BreakPlay's solution](#)

**925.**

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings  
[BreakPlay's solution](#)

**926.**

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities  
[BreakPlay's solution](#)

**927.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities  
[BreakPlay's solution](#)

**928.**

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: flows, graphs  
[BreakPlay's solution](#)

**929.**

1031E

[Triple Flips](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2600 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: constructive algorithms  
[BreakPlay's solution](#)

**930.**

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: bitmasks, math, number theory  
[BreakPlay's solution](#)

**931.**

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees  
[BreakPlay's solution](#)

**932.**

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees  
[BreakPlay's solution](#)

**933.**

535E

[Tavas and Pashmaks](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2600 · first AC: 2021-07-28 · last AC: 2021-07-28 · GNU C++11 (first AC) · Tags: geometry, math  
[BreakPlay's solution](#)

**934.**

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer  
[BreakPlay's solution](#)

**935.**

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: geometry, number theory  
[BreakPlay's solution](#)

**936.**

975E

[Hag's Khashba](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2600 · first AC: 2021-02-01 · last AC: 2021-02-01 · GNU C++11 (first AC) · Tags: geometry

[BreakPlay's solution](#)

**937.**

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[BreakPlay's solution](#)

**938.**

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: brute force, strings

[BreakPlay's solution](#)

**939.**

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[BreakPlay's solution](#)

**940.**

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[BreakPlay's solution](#)

**941.**

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[BreakPlay's solution](#)

**942.**

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 657 global accepts · Rating: 2700 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[BreakPlay's solution](#)

**943.**

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[BreakPlay's solution](#)

**944.**

870F

[Paths](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[BreakPlay's solution](#)

**945.**

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[BreakPlay's solution](#)

**946.**

1065G

[Fibonacci Suffix](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2700 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: strings

[BreakPlay's solution](#)

**947.**

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[BreakPlay's solution](#)

**948.**

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[BreakPlay's solution](#)

**949.**

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[BreakPlay's solution](#)

**950.**

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[BreakPlay's solution](#)

**951.**

1156G

[Optimizer](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, hashing, implementation

[BreakPlay's solution](#)

**952.**

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, number theory

[BreakPlay's solution](#)

**953.**

1194G

[Another Meme Problem](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2700 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[BreakPlay's solution](#)

**954.**

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, matrices

[BreakPlay's solution](#)

**955.**

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[BreakPlay's solution](#)

**956.**

1202F

[You Are Given Some Letters...](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[BreakPlay's solution](#)

**957.**

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[BreakPlay's solution](#)

**958.**

1271F

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

Quality: 260 global accepts · Rating: 2700 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[BreakPlay's solution](#)

**959.**

1279E

[New Year Permutations](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2700 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[BreakPlay's solution](#)

**960.**

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings, two pointers

[BreakPlay's solution](#)

**961.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[BreakPlay's solution](#)

**962.**

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[BreakPlay's solution](#)

**963.**

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2023-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[BreakPlay's solution](#)

**964.**

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, sortings

[BreakPlay's solution](#)

**965.**

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[BreakPlay's solution](#)

**966.**

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[BreakPlay's solution](#)

**967.**

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[BreakPlay's solution](#)

**968.**

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings  
[BreakPlay's solution](#)

**969.**

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2023-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers  
[BreakPlay's solution](#)

**970.**

1543E

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

Quality: 451 global accepts · Rating: 2700 · first AC: 2023-11-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math  
[BreakPlay's solution](#)

**971.**

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2023-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths  
[BreakPlay's solution](#)

**972.**

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2023-11-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math  
[BreakPlay's solution](#)

**973.**

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation  
[BreakPlay's solution](#)

**974.**

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers  
[BreakPlay's solution](#)

**975.**

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees  
[BreakPlay's solution](#)

**976.**

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[BreakPlay's solution](#)

**977.**

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[BreakPlay's solution](#)

**978.**

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[BreakPlay's solution](#)

**979.**

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs

[BreakPlay's solution](#)

**980.**

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp

[BreakPlay's solution](#)

**981.**

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[BreakPlay's solution](#)

**982.**

1795G

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

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[BreakPlay's solution](#)

**983.**

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2700 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[BreakPlay's solution](#)

**984.**

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dsu

[BreakPlay's solution](#)

**985.**

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings, two pointers

[BreakPlay's solution](#)

**986.**

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[BreakPlay's solution](#)

**987.**

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[BreakPlay's solution](#)

**988.**

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[BreakPlay's solution](#)

**989.**

1379F1

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

Quality: 685 global accepts · Rating: 2700 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[BreakPlay's solution](#)

**990.**

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[BreakPlay's solution](#)

**991.**

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[BreakPlay's solution](#)

**992.**

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[BreakPlay's solution](#)

**993.**

333C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 2700 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[BreakPlay's solution](#)

**994.**

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings

[BreakPlay's solution](#)

**995.**

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation

[BreakPlay's solution](#)

**996.**

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs

[BreakPlay's solution](#)

**997.**

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs

[BreakPlay's solution](#)

**998.**

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[BreakPlay's solution](#)

**999.**

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, string suffix structures

[BreakPlay's solution](#)

**1000.**

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[BreakPlay's solution](#)

**1001.**

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities, trees

[BreakPlay's solution](#)

**1002.**

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[BreakPlay's solution](#)

**1003.**

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2700 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[BreakPlay's solution](#)

**1004.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[BreakPlay's solution](#)

**1005.**

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[BreakPlay's solution](#)

**1006.**

1781F

[Bracket Insertion](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[BreakPlay's solution](#)

**1007.**

113D

[Museum](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2700 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, probabilities

[BreakPlay's solution](#)

**1008.**

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[BreakPlay's solution](#)

**1009.**

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, math

[BreakPlay's solution](#)

**1010.**

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2700 · first AC: 2023-03-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[BreakPlay's solution](#)

**1011.**

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[BreakPlay's solution](#)

**1012.**

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, games, math, matrices

[BreakPlay's solution](#)

**1013.**

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[BreakPlay's solution](#)

**1014.**

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[BreakPlay's solution](#)

**1015.**

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[BreakPlay's solution](#)

**1016.**

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[BreakPlay's solution](#)

**1017.**

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[BreakPlay's solution](#)

**1018.**

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[BreakPlay's solution](#)

**1019.**

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, geometry, graphs  
[BreakPlay's solution](#)

**1020.**

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[BreakPlay's solution](#)

**1021.**

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers  
[BreakPlay's solution](#)

**1022.**

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees  
[BreakPlay's solution](#)

**1023.**

500F

[New Year Shopping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2700 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp  
[BreakPlay's solution](#)

**1024.**

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dp, greedy  
[BreakPlay's solution](#)

**1025.**

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[BreakPlay's solution](#)

**1026.**

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, trees  
[BreakPlay's solution](#)

**1027.**

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation  
[BreakPlay's solution](#)

**1028.**

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[BreakPlay's solution](#)

**1029.**

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[BreakPlay's solution](#)

**1030.**

1146G

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

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs

[BreakPlay's solution](#)

**1031.**

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[BreakPlay's solution](#)

**1032.**

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat

[BreakPlay's solution](#)

**1033.**

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 969 global accepts · Rating: 2700 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[BreakPlay's solution](#)

**1034.**

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[BreakPlay's solution](#)

**1035.**

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[BreakPlay's solution](#)

**1036.**

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings

[BreakPlay's solution](#)

**1037.**

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: flows, math

[BreakPlay's solution](#)

**1038.**

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[BreakPlay's solution](#)

**1039.**

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[BreakPlay's solution](#)

**1040.**

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[BreakPlay's solution](#)

**1041.**

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[BreakPlay's solution](#)

**1042.**

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[BreakPlay's solution](#)

**1043.**

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[BreakPlay's solution](#)

**1044.**

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[BreakPlay's solution](#)

**1045.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[BreakPlay's solution](#)

**1046.**

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[BreakPlay's solution](#)

**1047.**

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, trees

[BreakPlay's solution](#)

**1048.**

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[BreakPlay's solution](#)

**1049.**

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

### 1050.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees

[BreakPlay's solution](#)

### 1051.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 2700 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[BreakPlay's solution](#)

### 1052.

1370F2

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

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[BreakPlay's solution](#)

### 1053.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[BreakPlay's solution](#)

### 1054.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[BreakPlay's solution](#)

### 1055.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[BreakPlay's solution](#)

### 1056.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[BreakPlay's solution](#)

### 1057.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[BreakPlay's solution](#)

### 1058.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[BreakPlay's solution](#)

### 1059.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2022-06-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar,

hashing, string suffix structures, strings, trees

[BreakPlay's solution](#)

**1060.**

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[BreakPlay's solution](#)

**1061.**

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2700 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[BreakPlay's solution](#)

**1062.**

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[BreakPlay's solution](#)

**1063.**

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[BreakPlay's solution](#)

**1064.**

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[BreakPlay's solution](#)

**1065.**

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2700 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[BreakPlay's solution](#)

**1066.**

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[BreakPlay's solution](#)

**1067.**

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[BreakPlay's solution](#)

**1068.**

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[BreakPlay's solution](#)

**1069.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[BreakPlay's solution](#)

### 1070.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[BreakPlay's solution](#)

### 1071.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[BreakPlay's solution](#)

### 1072.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[BreakPlay's solution](#)

### 1073.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics

[BreakPlay's solution](#)

### 1074.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

### 1075.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[BreakPlay's solution](#)

### 1076.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[BreakPlay's solution](#)

### 1077.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[BreakPlay's solution](#)

### 1078.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[BreakPlay's solution](#)

### 1079.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[BreakPlay's solution](#)

**1080.**

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[BreakPlay's solution](#)

**1081.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[BreakPlay's solution](#)

**1082.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[BreakPlay's solution](#)

**1083.**

1634F

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

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[BreakPlay's solution](#)

**1084.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,313 global accepts · Rating: 2700 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[BreakPlay's solution](#)

**1085.**

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[BreakPlay's solution](#)

**1086.**

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[BreakPlay's solution](#)

**1087.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[BreakPlay's solution](#)

**1088.**

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[BreakPlay's solution](#)

**1089.**

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[BreakPlay's solution](#)

**1090.**

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,686 global accepts · Rating: 2700 · first AC: 2020-12-19 · last AC: 2021-11-22 · GNU C++11 (first AC) · Tags: math, matrices

[BreakPlay's solution](#)

**1091.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[BreakPlay's solution](#)

**1092.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,655 global accepts · Rating: 2700 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**1093.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[BreakPlay's solution](#)

**1094.**

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[BreakPlay's solution](#)

**1095.**

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths

[BreakPlay's solution](#)

**1096.**

1131G

[Most Dangerous Shark](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers

[BreakPlay's solution](#)

**1097.**

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar

[BreakPlay's solution](#)

**1098.**

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory, trees

[BreakPlay's solution](#)

**1099.**

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: geometry

[BreakPlay's solution](#)

**1100.**

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, matrices

[BreakPlay's solution](#)

**1101.**

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: binary search, geometry, sortings

[BreakPlay's solution](#)

**1102.**

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: bitmasks, math, number theory

[BreakPlay's solution](#)

**1103.**

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[BreakPlay's solution](#)

**1104.**

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[BreakPlay's solution](#)

**1105.**

982F

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2700 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[BreakPlay's solution](#)

**1106.**

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[BreakPlay's solution](#)

**1107.**

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, trees

[BreakPlay's solution](#)

**1108.**

991F

[Concise and clear](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2700 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[BreakPlay's solution](#)

**1109.**

985G

[Team Players](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 2700 · first AC: 2021-02-14 · GNU C++11 (first AC) · Tags: combinatorics

[BreakPlay's solution](#)

**1110.**

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2021-01-25 · last AC: 2021-01-25 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[BreakPlay's solution](#)

**1111.**

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: brute force

[BreakPlay's solution](#)

**1112.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[BreakPlay's solution](#)

**1113.**

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[BreakPlay's solution](#)

**1114.**

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[BreakPlay's solution](#)

**1115.**

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[BreakPlay's solution](#)

**1116.**

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[BreakPlay's solution](#)

**1117.**

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2024-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, matrices

[BreakPlay's solution](#)

**1118.**

838F

[Expected Earnings](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 2800 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[BreakPlay's solution](#)

**1119.**

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dsu, trees

[BreakPlay's solution](#)

**1120.**

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[BreakPlay's solution](#)

**1121.**

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: flows

[BreakPlay's solution](#)

**1122.**

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[BreakPlay's solution](#)

**1123.**

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[BreakPlay's solution](#)

**1124.**

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2800 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, trees

[BreakPlay's solution](#)

**1125.**

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[BreakPlay's solution](#)

**1126.**

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2022-10-19 · last AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[BreakPlay's solution](#)

**1127.**

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive

[BreakPlay's solution](#)

**1128.**

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[BreakPlay's solution](#)

**1129.**

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[BreakPlay's solution](#)

**1130.**

1393E1

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

Quality: 447 global accepts · Rating: 2800 · first AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[BreakPlay's solution](#)

**1131.**

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[BreakPlay's solution](#)

**1132.**

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs

[BreakPlay's solution](#)

**1133.**

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[BreakPlay's solution](#)

**1134.**

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[BreakPlay's solution](#)

**1135.**

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, flows, graph matchings

[BreakPlay's solution](#)

**1136.**

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[BreakPlay's solution](#)

**1137.**

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, interactive, math, probabilities

[BreakPlay's solution](#)

**1138.**

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[BreakPlay's solution](#)

**1139.**

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[BreakPlay's solution](#)

**1140.**

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[BreakPlay's solution](#)

**1141.**

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[BreakPlay's solution](#)

**1142.**

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, math, probabilities

[BreakPlay's solution](#)

**1143.**

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[BreakPlay's solution](#)

**1144.**

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[BreakPlay's solution](#)

**1145.**

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, fft

[BreakPlay's solution](#)

**1146.**

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[BreakPlay's solution](#)

**1147.**

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[BreakPlay's solution](#)

**1148.**

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[BreakPlay's solution](#)

**1149.**

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, math, trees

[BreakPlay's solution](#)

**1150.**

1379F2

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

Quality: 580 global accepts · Rating: 2800 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[BreakPlay's solution](#)

**1151.**

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[BreakPlay's solution](#)

**1152.**

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[BreakPlay's solution](#)

**1153.**

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[BreakPlay's solution](#)

**1154.**

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[BreakPlay's solution](#)

**1155.**

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[BreakPlay's solution](#)

**1156.**

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[BreakPlay's solution](#)

**1157.**

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math

[BreakPlay's solution](#)

**1158.**

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, math, number theory

[BreakPlay's solution](#)

**1159.**

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[BreakPlay's solution](#)

**1160.**

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[BreakPlay's solution](#)

**1161.**

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings, trees

[BreakPlay's solution](#)

**1162.**

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, shortest paths  
[BreakPlay's solution](#)

**1163.**

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths  
[BreakPlay's solution](#)

**1164.**

1809G

[Prediction](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[BreakPlay's solution](#)

**1165.**

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive  
[BreakPlay's solution](#)

**1166.**

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory  
[BreakPlay's solution](#)

**1167.**

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive  
[BreakPlay's solution](#)

**1168.**

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math  
[BreakPlay's solution](#)

**1169.**

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings  
[BreakPlay's solution](#)

**1170.**

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, strings  
[BreakPlay's solution](#)

**1171.**

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, number theory  
[BreakPlay's solution](#)

**1172.**

493E

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

Quality: 517 global accepts · Rating: 2800 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: math

[BreakPlay's solution](#)

**1173.**

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[BreakPlay's solution](#)

**1174.**

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[BreakPlay's solution](#)

**1175.**

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[BreakPlay's solution](#)

**1176.**

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[BreakPlay's solution](#)

**1177.**

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[BreakPlay's solution](#)

**1178.**

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2800 · first AC: 2022-12-22 · last AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[BreakPlay's solution](#)

**1179.**

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: \*special, bitmasks, data structures, divide and conquer, dsu

[BreakPlay's solution](#)

**1180.**

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2022-12-19 · last AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[BreakPlay's solution](#)

**1181.**

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities

[BreakPlay's solution](#)

**1182.**

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[BreakPlay's solution](#)

**1183.**

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, trees

[BreakPlay's solution](#)

**1184.**

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[BreakPlay's solution](#)

**1185.**

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[BreakPlay's solution](#)

**1186.**

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[BreakPlay's solution](#)

**1187.**

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[BreakPlay's solution](#)

**1188.**

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**1189.**

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation

[BreakPlay's solution](#)

**1190.**

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**1191.**

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[BreakPlay's solution](#)

**1192.**

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[BreakPlay's solution](#)

**1193.**

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[BreakPlay's solution](#)

**1194.**

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[BreakPlay's solution](#)

**1195.**

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees

[BreakPlay's solution](#)

**1196.**

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[BreakPlay's solution](#)

**1197.**

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[BreakPlay's solution](#)

**1198.**

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · last AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[BreakPlay's solution](#)

**1199.**

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[BreakPlay's solution](#)

**1200.**

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[BreakPlay's solution](#)

**1201.**

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees

[BreakPlay's solution](#)

**1202.**

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[BreakPlay's solution](#)

**1203.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**1204.**

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[BreakPlay's solution](#)

**1205.**

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[BreakPlay's solution](#)

**1206.**

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[BreakPlay's solution](#)

**1207.**

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 2800 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[BreakPlay's solution](#)

**1208.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[BreakPlay's solution](#)

**1209.**

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, trees

[BreakPlay's solution](#)

**1210.**

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[BreakPlay's solution](#)

**1211.**

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[BreakPlay's solution](#)

**1212.**

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp  
[BreakPlay's solution](#)

### 1213.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[BreakPlay's solution](#)

### 1214.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[BreakPlay's solution](#)

### 1215.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, greedy

[BreakPlay's solution](#)

### 1216.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[BreakPlay's solution](#)

### 1217.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[BreakPlay's solution](#)

### 1218.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[BreakPlay's solution](#)

### 1219.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[BreakPlay's solution](#)

### 1220.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[BreakPlay's solution](#)

### 1221.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[BreakPlay's solution](#)

### 1222.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[BreakPlay's solution](#)

**1223.**

48H

[Black and White](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 2800 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[BreakPlay's solution](#)

**1224.**

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[BreakPlay's solution](#)

**1225.**

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, fft, math

[BreakPlay's solution](#)

**1226.**

555E

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

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[BreakPlay's solution](#)

**1227.**

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[BreakPlay's solution](#)

**1228.**

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[BreakPlay's solution](#)

**1229.**

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation

[BreakPlay's solution](#)

**1230.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2800 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[BreakPlay's solution](#)

**1231.**

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**1232.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,913 global accepts · Rating: 2800 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[BreakPlay's solution](#)

**1233.**

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**1234.**

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[BreakPlay's solution](#)

**1235.**

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2800 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[BreakPlay's solution](#)

**1236.**

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[BreakPlay's solution](#)

**1237.**

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[BreakPlay's solution](#)

**1238.**

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[BreakPlay's solution](#)

**1239.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,033 global accepts · Rating: 2800 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[BreakPlay's solution](#)

**1240.**

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[BreakPlay's solution](#)

**1241.**

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[BreakPlay's solution](#)

**1242.**

77E

[Martian Food](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[BreakPlay's solution](#)

**1243.**

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[BreakPlay's solution](#)

**1244.**

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[BreakPlay's solution](#)

**1245.**

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings

[BreakPlay's solution](#)

**1246.**

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[BreakPlay's solution](#)

**1247.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[BreakPlay's solution](#)

**1248.**

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2021-08-05 · last AC: 2021-08-05 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[BreakPlay's solution](#)

**1249.**

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft, math

[BreakPlay's solution](#)

**1250.**

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, data structures, math, number theory, trees

[BreakPlay's solution](#)

**1251.**

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: binary search, data structures, trees

[BreakPlay's solution](#)

**1252.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[BreakPlay's solution](#)

**1253.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-08-08 · GNU C++11 (first AC) · Tags: math

[BreakPlay's solution](#)

## 1254.

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

## 1255.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, trees

[BreakPlay's solution](#)

## 1256.

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[BreakPlay's solution](#)

## 1257.

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs

[BreakPlay's solution](#)

## 1258.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[BreakPlay's solution](#)

## 1259.

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[BreakPlay's solution](#)

## 1260.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[BreakPlay's solution](#)

## 1261.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: games, number theory

[BreakPlay's solution](#)

## 1262.

1810H

[Last Number](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 2900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[BreakPlay's solution](#)

## 1263.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[BreakPlay's solution](#)

**1264.**

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy  
[BreakPlay's solution](#)

**1265.**

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: math  
[BreakPlay's solution](#)

**1266.**

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory, probabilities  
[BreakPlay's solution](#)

**1267.**

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, math  
[BreakPlay's solution](#)

**1268.**

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math  
[BreakPlay's solution](#)

**1269.**

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[BreakPlay's solution](#)

**1270.**

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation  
[BreakPlay's solution](#)

**1271.**

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[BreakPlay's solution](#)

**1272.**

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2023-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, math  
[BreakPlay's solution](#)

**1273.**

1792F2

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

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs  
[BreakPlay's solution](#)

**1274.**

603D

[Ruminations on Ruminants](#) · [Tutorial](#)

Quality: 361 global accepts · Rating: 2900 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[BreakPlay's solution](#)

**1275.**

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[BreakPlay's solution](#)

**1276.**

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, flows, graphs

[BreakPlay's solution](#)

**1277.**

1030G

[Linear Congruential Generator](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2023-10-17 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[BreakPlay's solution](#)

**1278.**

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[BreakPlay's solution](#)

**1279.**

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: flows

[BreakPlay's solution](#)

**1280.**

718D

[Andrew and Chemistry](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 2900 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, trees

[BreakPlay's solution](#)

**1281.**

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, shortest paths

[BreakPlay's solution](#)

**1282.**

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[BreakPlay's solution](#)

**1283.**

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[BreakPlay's solution](#)

**1284.**

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, two pointers

[BreakPlay's solution](#)

**1285.**

1415F

[Cakes for Clones](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[BreakPlay's solution](#)

**1286.**

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: strings, trees

[BreakPlay's solution](#)

**1287.**

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, trees

[BreakPlay's solution](#)

**1288.**

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2900 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows

[BreakPlay's solution](#)

**1289.**

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2900 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[BreakPlay's solution](#)

**1290.**

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[BreakPlay's solution](#)

**1291.**

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[BreakPlay's solution](#)

**1292.**

163D

[Large Refrigerator](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[BreakPlay's solution](#)

**1293.**

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[BreakPlay's solution](#)

**1294.**

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2900 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[BreakPlay's solution](#)

**1295.**

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[BreakPlay's solution](#)

**1296.**

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[BreakPlay's solution](#)

**1297.**

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[BreakPlay's solution](#)

**1298.**

321D

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

Quality: 594 global accepts · Rating: 2900 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[BreakPlay's solution](#)

**1299.**

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[BreakPlay's solution](#)

**1300.**

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[BreakPlay's solution](#)

**1301.**

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dsu

[BreakPlay's solution](#)

**1302.**

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[BreakPlay's solution](#)

**1303.**

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[BreakPlay's solution](#)

**1304.**

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[BreakPlay's solution](#)

**1305.**

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[BreakPlay's solution](#)

**1306.**

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[BreakPlay's solution](#)

**1307.**

1032G

[Chattering](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2900 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[BreakPlay's solution](#)

**1308.**

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[BreakPlay's solution](#)

**1309.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[BreakPlay's solution](#)

**1310.**

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows

[BreakPlay's solution](#)

**1311.**

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[BreakPlay's solution](#)

**1312.**

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2900 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[BreakPlay's solution](#)

**1313.**

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[BreakPlay's solution](#)

**1314.**

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[BreakPlay's solution](#)

**1315.**

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[BreakPlay's solution](#)

**1316.**

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**1317.**

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy

[BreakPlay's solution](#)

**1318.**

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[BreakPlay's solution](#)

**1319.**

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[BreakPlay's solution](#)

**1320.**

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[BreakPlay's solution](#)

**1321.**

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[BreakPlay's solution](#)

**1322.**

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**1323.**

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, matrices

[BreakPlay's solution](#)

**1324.**

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, meet-in-the-middle

[BreakPlay's solution](#)

**1325.**

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[BreakPlay's solution](#)

**1326.**

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[BreakPlay's solution](#)

**1327.**

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[BreakPlay's solution](#)**1328.**

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: flows

[BreakPlay's solution](#)**1329.**

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[BreakPlay's solution](#)**1330.**

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2900 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[BreakPlay's solution](#)**1331.**

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[BreakPlay's solution](#)**1332.**

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[BreakPlay's solution](#)**1333.**

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, probabilities

[BreakPlay's solution](#)**1334.**

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, string suffix structures

[BreakPlay's solution](#)**1335.**

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp

[BreakPlay's solution](#)**1336.**

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[BreakPlay's solution](#)**1337.**

763D

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

Quality: 646 global accepts · Rating: 2900 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[BreakPlay's solution](#)

**1338.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[BreakPlay's solution](#)

**1339.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[BreakPlay's solution](#)

**1340.**

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**1341.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[BreakPlay's solution](#)

**1342.**

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[BreakPlay's solution](#)

**1343.**

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[BreakPlay's solution](#)

**1344.**

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, geometry

[BreakPlay's solution](#)

**1345.**

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[BreakPlay's solution](#)

**1346.**

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[BreakPlay's solution](#)

**1347.**

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[BreakPlay's solution](#)

**1348.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[BreakPlay's solution](#)

**1349.**

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[BreakPlay's solution](#)

**1350.**

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[BreakPlay's solution](#)

**1351.**

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: strings

[BreakPlay's solution](#)

**1352.**

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math, number theory

[BreakPlay's solution](#)

**1353.**

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[BreakPlay's solution](#)

**1354.**

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[BreakPlay's solution](#)

**1355.**

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[BreakPlay's solution](#)

**1356.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[BreakPlay's solution](#)

**1357.**

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,512 global accepts · Rating: 2900 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[BreakPlay's solution](#)

**1358.**

1372E

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

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[BreakPlay's solution](#)

**1359.**

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[BreakPlay's solution](#)

**1360.**

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2022-09-09 · last AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**1361.**

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, probabilities

[BreakPlay's solution](#)

**1362.**

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[BreakPlay's solution](#)

**1363.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, number theory

[BreakPlay's solution](#)

**1364.**

815E

[Karen and Neighborhood](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 2900 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation

[BreakPlay's solution](#)

**1365.**

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[BreakPlay's solution](#)

**1366.**

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[BreakPlay's solution](#)

**1367.**

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2022-08-23 · last AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[BreakPlay's solution](#)

**1368.**

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[BreakPlay's solution](#)

**1369.**

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[BreakPlay's solution](#)

**1370.**

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[BreakPlay's solution](#)

**1371.**

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy

[BreakPlay's solution](#)

**1372.**

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[BreakPlay's solution](#)

**1373.**

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[BreakPlay's solution](#)

**1374.**

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, trees

[BreakPlay's solution](#)

**1375.**

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[BreakPlay's solution](#)

**1376.**

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math

[BreakPlay's solution](#)

**1377.**

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[BreakPlay's solution](#)

**1378.**

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[BreakPlay's solution](#)

**1379.**

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2024-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, matrices

[BreakPlay's solution](#)

**1380.**

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, hashing, implementation

[BreakPlay's solution](#)

**1381.**

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**1382.**

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[BreakPlay's solution](#)

**1383.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[BreakPlay's solution](#)

**1384.**

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[BreakPlay's solution](#)

**1385.**

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[BreakPlay's solution](#)

**1386.**

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[BreakPlay's solution](#)

**1387.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[BreakPlay's solution](#)

**1388.**

1956F

[Nene and the Passing Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[BreakPlay's solution](#)

**1389.**

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[BreakPlay's solution](#)

**1390.**

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, trees

[BreakPlay's solution](#)

**1391.**

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, number theory

[BreakPlay's solution](#)

**1392.**

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, trees

[BreakPlay's solution](#)

**1393.**

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, geometry

[BreakPlay's solution](#)

**1394.**

1250D

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

Quality: 216 global accepts · Rating: 3000 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[BreakPlay's solution](#)

**1395.**

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, strings, trees

[BreakPlay's solution](#)

**1396.**

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[BreakPlay's solution](#)

**1397.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2022-09-26 · last AC: 2024-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**1398.**

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[BreakPlay's solution](#)

**1399.**

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[BreakPlay's solution](#)

**1400.**

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3000 · first AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[BreakPlay's solution](#)

**1401.**

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[BreakPlay's solution](#)

**1402.**

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[BreakPlay's solution](#)

**1403.**

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[BreakPlay's solution](#)

**1404.**

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory, two pointers

[BreakPlay's solution](#)

**1405.**

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 3000 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[BreakPlay's solution](#)

**1406.**

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2023-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, sortings

[BreakPlay's solution](#)

**1407.**

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[BreakPlay's solution](#)

**1408.**

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[BreakPlay's solution](#)

**1409.**

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[BreakPlay's solution](#)

**1410.**

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive

[BreakPlay's solution](#)

**1411.**

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[BreakPlay's solution](#)

**1412.**

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[BreakPlay's solution](#)

**1413.**

1534F2

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

Quality: 704 global accepts · Rating: 3000 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[BreakPlay's solution](#)

**1414.**

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[BreakPlay's solution](#)

**1415.**

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, two pointers

[BreakPlay's solution](#)

**1416.**

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy

[BreakPlay's solution](#)

**1417.**

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[BreakPlay's solution](#)

**1418.**

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[BreakPlay's solution](#)

**1419.**

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[BreakPlay's solution](#)

**1420.**

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[BreakPlay's solution](#)

**1421.**

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[BreakPlay's solution](#)

**1422.**

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[BreakPlay's solution](#)

**1423.**

568E

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

Quality: 632 global accepts · Rating: 3000 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[BreakPlay's solution](#)

**1424.**

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, expression parsing

[BreakPlay's solution](#)

**1425.**

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[BreakPlay's solution](#)

**1426.**

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[BreakPlay's solution](#)

**1427.**

243E

[Matrix](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**1428.**

1442E

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

Quality: 788 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[BreakPlay's solution](#)

**1429.**

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[BreakPlay's solution](#)

**1430.**

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[BreakPlay's solution](#)

**1431.**

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities, trees

[BreakPlay's solution](#)

**1432.**

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, strings

[BreakPlay's solution](#)

**1433.**

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**1434.**

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 3000 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[BreakPlay's solution](#)

**1435.**

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[BreakPlay's solution](#)

**1436.**

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[BreakPlay's solution](#)

**1437.**

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[BreakPlay's solution](#)

**1438.**

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[BreakPlay's solution](#)

**1439.**

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[BreakPlay's solution](#)

**1440.**

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[BreakPlay's solution](#)

**1441.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 3000 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, flows,

math, probabilities, sortings

[BreakPlay's solution](#)

**1442.**

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[BreakPlay's solution](#)

**1443.**

891E

[Lust](#) · [Tutorial](#)

Quality: 1,118 global accepts · Rating: 3000 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

[BreakPlay's solution](#)

**1444.**

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[BreakPlay's solution](#)

**1445.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[BreakPlay's solution](#)

**1446.**

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[BreakPlay's solution](#)

**1447.**

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[BreakPlay's solution](#)

**1448.**

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[BreakPlay's solution](#)

**1449.**

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[BreakPlay's solution](#)

**1450.**

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, number theory

[BreakPlay's solution](#)

**1451.**

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[BreakPlay's solution](#)

**1452.**

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[BreakPlay's solution](#)

**1453.**

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[BreakPlay's solution](#)

**1454.**

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 3000 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[BreakPlay's solution](#)

**1455.**

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[BreakPlay's solution](#)

**1456.**

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[BreakPlay's solution](#)

**1457.**

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[BreakPlay's solution](#)

**1458.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[BreakPlay's solution](#)

**1459.**

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[BreakPlay's solution](#)

**1460.**

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 3000 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[BreakPlay's solution](#)

**1461.**

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp

[BreakPlay's solution](#)

**1462.**

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers

[BreakPlay's solution](#)

**1463.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2021-08-17 · last AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[BreakPlay's solution](#)

**1464.**

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[BreakPlay's solution](#)

**1465.**

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2025-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, sortings

[BreakPlay's solution](#)

**1466.**

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[BreakPlay's solution](#)

**1467.**

720C

[Homework](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3100 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[BreakPlay's solution](#)

**1468.**

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[BreakPlay's solution](#)

**1469.**

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[BreakPlay's solution](#)

**1470.**

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[BreakPlay's solution](#)

**1471.**

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[BreakPlay's solution](#)

**1472.**

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[BreakPlay's solution](#)

**1473.**

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2024-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[BreakPlay's solution](#)

**1474.**

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, trees

[BreakPlay's solution](#)

**1475.**

1895G

[Two Characters, Two Colors](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3100 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[BreakPlay's solution](#)

**1476.**

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 355 global accepts · Rating: 3100 · first AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[BreakPlay's solution](#)

**1477.**

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[BreakPlay's solution](#)

**1478.**

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[BreakPlay's solution](#)

**1479.**

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[BreakPlay's solution](#)

**1480.**

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[BreakPlay's solution](#)

**1481.**

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[BreakPlay's solution](#)

**1482.**

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2024-04-16 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[BreakPlay's solution](#)

**1483.**

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[BreakPlay's solution](#)

**1484.**

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[BreakPlay's solution](#)

**1485.**

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[BreakPlay's solution](#)

**1486.**

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[BreakPlay's solution](#)

**1487.**

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[BreakPlay's solution](#)

**1488.**

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[BreakPlay's solution](#)

**1489.**

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[BreakPlay's solution](#)

**1490.**

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities

[BreakPlay's solution](#)

**1491.**

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, shortest paths

[BreakPlay's solution](#)

**1492.**

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**1493.**

1329D

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

Quality: 536 global accepts · Rating: 3100 · first AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[BreakPlay's solution](#)

**1494.**

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, math

[BreakPlay's solution](#)

**1495.**

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft

[BreakPlay's solution](#)

**1496.**

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[BreakPlay's solution](#)

**1497.**

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[BreakPlay's solution](#)

**1498.**

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3100 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[BreakPlay's solution](#)

**1499.**

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, two pointers

[BreakPlay's solution](#)

**1500.**

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[BreakPlay's solution](#)

**1501.**

1499G

[Graph Coloring](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3100 · first AC: 2023-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, interactive

[BreakPlay's solution](#)

**1502.**

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2023-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[BreakPlay's solution](#)

**1503.**

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[BreakPlay's solution](#)

**1504.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2023-03-21 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[BreakPlay's solution](#)

**1505.**

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, math

[BreakPlay's solution](#)

**1506.**

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[BreakPlay's solution](#)

**1507.**

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[BreakPlay's solution](#)

**1508.**

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[BreakPlay's solution](#)

**1509.**

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, trees

[BreakPlay's solution](#)

**1510.**

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**1511.**

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, greedy

[BreakPlay's solution](#)

**1512.**

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[BreakPlay's solution](#)

**1513.**

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[BreakPlay's solution](#)

**1514.**

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices,

probabilities

[BreakPlay's solution](#)

**1515.**

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[BreakPlay's solution](#)

**1516.**

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, binary search

[BreakPlay's solution](#)

**1517.**

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2022-12-02 · last AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, math, number theory, trees

[BreakPlay's solution](#)

**1518.**

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[BreakPlay's solution](#)

**1519.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[BreakPlay's solution](#)

**1520.**

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[BreakPlay's solution](#)

**1521.**

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[BreakPlay's solution](#)

**1522.**

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[BreakPlay's solution](#)

**1523.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-09-05 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**1524.**

388E

[Fox and Meteor Shower](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3100 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[BreakPlay's solution](#)

**1525.**

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[BreakPlay's solution](#)

**1526.**

679E

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

Quality: 820 global accepts · Rating: 3100 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**1527.**

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**1528.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy

[BreakPlay's solution](#)

**1529.**

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[BreakPlay's solution](#)

**1530.**

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[BreakPlay's solution](#)

**1531.**

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[BreakPlay's solution](#)

**1532.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[BreakPlay's solution](#)

**1533.**

528E

[Triangles 3000](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3100 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: geometry, sortings

[BreakPlay's solution](#)

**1534.**

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[BreakPlay's solution](#)

**1535.**

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2025-05-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, trees

[BreakPlay's solution](#)

**1536.**

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-03-25 · last AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[BreakPlay's solution](#)

**1537.**

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[BreakPlay's solution](#)

**1538.**

1603E

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

Quality: 641 global accepts · Rating: 3200 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[BreakPlay's solution](#)

**1539.**

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[BreakPlay's solution](#)

**1540.**

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[BreakPlay's solution](#)

**1541.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[BreakPlay's solution](#)

**1542.**

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[BreakPlay's solution](#)

**1543.**

1584G

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

Quality: 246 global accepts · Rating: 3200 · first AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[BreakPlay's solution](#)

**1544.**

1781G

[Diverse Coloring](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3200 · first AC: 2024-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[BreakPlay's solution](#)

**1545.**

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[BreakPlay's solution](#)

**1546.**

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, flows, greedy  
[BreakPlay's solution](#)

**1547.**

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees  
[BreakPlay's solution](#)

**1548.**

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices  
[BreakPlay's solution](#)

**1549.**

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2024-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp  
[BreakPlay's solution](#)

**1550.**

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, games, greedy, trees  
[BreakPlay's solution](#)

**1551.**

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory  
[BreakPlay's solution](#)

**1552.**

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees  
[BreakPlay's solution](#)

**1553.**

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[BreakPlay's solution](#)

**1554.**

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math  
[BreakPlay's solution](#)

**1555.**

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: games  
[BreakPlay's solution](#)

**1556.**

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs  
[BreakPlay's solution](#)

**1557.**

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[BreakPlay's solution](#)

**1558.**

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures

[BreakPlay's solution](#)

**1559.**

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2024-03-06 · Python 3 (first AC) · Tags: interactive, math, number theory

[BreakPlay's solution](#)

**1560.**

1242E

[Planar Perimeter](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3200 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[BreakPlay's solution](#)

**1561.**

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[BreakPlay's solution](#)

**1562.**

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: matrices

[BreakPlay's solution](#)

**1563.**

1393E2

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

Quality: 440 global accepts · Rating: 3200 · first AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[BreakPlay's solution](#)

**1564.**

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[BreakPlay's solution](#)

**1565.**

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2023-12-22 · last AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[BreakPlay's solution](#)

**1566.**

1416E

[Split](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3200 · first AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[BreakPlay's solution](#)

**1567.**

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[BreakPlay's solution](#)

**1568.**

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[BreakPlay's solution](#)

**1569.**

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry

[BreakPlay's solution](#)

**1570.**

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, interactive

[BreakPlay's solution](#)

**1571.**

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[BreakPlay's solution](#)

**1572.**

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[BreakPlay's solution](#)

**1573.**

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[BreakPlay's solution](#)

**1574.**

1540D

[Inverse Inversions](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 3200 · first AC: 2023-12-07 · last AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures

[BreakPlay's solution](#)

**1575.**

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[BreakPlay's solution](#)

**1576.**

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[BreakPlay's solution](#)

**1577.**

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: matrices, trees

[BreakPlay's solution](#)

**1578.**

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[BreakPlay's solution](#)

**1579.**

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[BreakPlay's solution](#)

**1580.**

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**1581.**

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[BreakPlay's solution](#)

**1582.**

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, strings

[BreakPlay's solution](#)

**1583.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[BreakPlay's solution](#)

**1584.**

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[BreakPlay's solution](#)

**1585.**

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**1586.**

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[BreakPlay's solution](#)

**1587.**

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[BreakPlay's solution](#)

**1588.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[BreakPlay's solution](#)

**1589.**

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[BreakPlay's solution](#)

**1590.**

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[BreakPlay's solution](#)

**1591.**

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[BreakPlay's solution](#)

**1592.**

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[BreakPlay's solution](#)

**1593.**

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[BreakPlay's solution](#)

**1594.**

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[BreakPlay's solution](#)

**1595.**

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[BreakPlay's solution](#)

**1596.**

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[BreakPlay's solution](#)

**1597.**

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**1598.**

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[BreakPlay's solution](#)

**1599.**

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[BreakPlay's solution](#)

**1600.**

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**1601.**

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[BreakPlay's solution](#)

**1602.**

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2024-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[BreakPlay's solution](#)

**1603.**

1209H

[Moving Walkways](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3300 · first AC: 2024-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[BreakPlay's solution](#)

**1604.**

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows, greedy

[BreakPlay's solution](#)

**1605.**

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 3300 · first AC: 2024-08-23 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, greedy, implementation

[BreakPlay's solution](#)

**1606.**

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows

[BreakPlay's solution](#)

**1607.**

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory  
[BreakPlay's solution](#)

**1608.**

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, sortings  
[BreakPlay's solution](#)

**1609.**

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings  
[BreakPlay's solution](#)

**1610.**

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings  
[BreakPlay's solution](#)

**1611.**

1737F

[Ela and Prime GCD](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3300 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[BreakPlay's solution](#)

**1612.**

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp  
[BreakPlay's solution](#)

**1613.**

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees  
[BreakPlay's solution](#)

**1614.**

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2024-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, trees  
[BreakPlay's solution](#)

**1615.**

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing  
[BreakPlay's solution](#)

**1616.**

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers  
[BreakPlay's solution](#)

**1617.**

1450H2

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

Quality: 277 global accepts · Rating: 3300 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math  
[BreakPlay's solution](#)

**1618.**

1912C

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

Quality: 70 global accepts · Rating: 3300 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[BreakPlay's solution](#)

**1619.**

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**1620.**

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, trees

[BreakPlay's solution](#)

**1621.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[BreakPlay's solution](#)

**1622.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[BreakPlay's solution](#)

**1623.**

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, string suffix structures

[BreakPlay's solution](#)

**1624.**

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing

[BreakPlay's solution](#)

**1625.**

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, math

[BreakPlay's solution](#)

**1626.**

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[BreakPlay's solution](#)

**1627.**

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[BreakPlay's solution](#)

**1628.**

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings  
[BreakPlay's solution](#)

### 1629.

2122F

[Colorful Polygon](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry

[BreakPlay's solution](#)

### 1630.

1770G

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft, math

[BreakPlay's solution](#)

### 1631.

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2024-06-21 · last AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

### 1632.

1552I

[Organizing a Music Festival](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3400 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[BreakPlay's solution](#)

### 1633.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2024-06-19 · last AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle

[BreakPlay's solution](#)

### 1634.

1784F

[Minimums or Medians](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2024-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[BreakPlay's solution](#)

### 1635.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2024-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[BreakPlay's solution](#)

### 1636.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[BreakPlay's solution](#)

### 1637.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[BreakPlay's solution](#)

### 1638.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, greedy

[BreakPlay's solution](#)

**1639.**

1060G

[Balls and Pockets](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 3400 · first AC: 2024-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**1640.**

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2024-06-06 · last AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[BreakPlay's solution](#)

**1641.**

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[BreakPlay's solution](#)

**1642.**

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2024-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[BreakPlay's solution](#)

**1643.**

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[BreakPlay's solution](#)

**1644.**

1936E

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

Quality: 147 global accepts · Rating: 3400 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft, math

[BreakPlay's solution](#)

**1645.**

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

[BreakPlay's solution](#)

**1646.**

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3400 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[BreakPlay's solution](#)

**1647.**

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[BreakPlay's solution](#)

**1648.**

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[BreakPlay's solution](#)

**1649.**

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, number theory

[BreakPlay's solution](#)

**1650.**

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[BreakPlay's solution](#)

**1651.**

1924F

[Anti-Proxy Attendance](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search

[BreakPlay's solution](#)

**1652.**

2006F

[Dora's Paint](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation

[BreakPlay's solution](#)

**1653.**

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, trees

[BreakPlay's solution](#)

**1654.**

1656I

[Neighbour Ordering](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3500 · first AC: 2024-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[BreakPlay's solution](#)

**1655.**

1842I

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

Quality: 170 global accepts · Rating: 3500 · first AC: 2024-04-16 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy

[BreakPlay's solution](#)

**1656.**

1336E2

[Chori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2024-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[BreakPlay's solution](#)

**1657.**

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2023-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[BreakPlay's solution](#)

**1658.**

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, two pointers

[BreakPlay's solution](#)

**1659.**

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[BreakPlay's solution](#)

**1660.**

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[BreakPlay's solution](#)**1661.**

103428C

[Assign or Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[BreakPlay's solution](#)**1662.**

105667D

[Path Partition](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[BreakPlay's solution](#)**1663.**

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-05 · Python 3 (first AC) · Tags: \*special, geometry

[BreakPlay's solution](#)**1664.**

103860D

[Tree Partition](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[BreakPlay's solution](#)**1665.**

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[BreakPlay's solution](#)