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Unique solved — ButterflyDew

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1.

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88.

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89.

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93.

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94.

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97.

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99.

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 800 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[ButterflyDew's solution](#)

100.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[ButterflyDew's solution](#)

101.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ButterflyDew's solution](#)

102.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: greedy

[ButterflyDew's solution](#)

103.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: math

[ButterflyDew's solution](#)

104.

1415A

[Prison Break](#) · [Tutorial](#)

Quality: 15,870 global accepts · Rating: 800 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: brute force, math

[ButterflyDew's solution](#)

105.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,359 global accepts · Rating: 800 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: greedy

[ButterflyDew's solution](#)

106.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy

[ButterflyDew's solution](#)

107.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[ButterflyDew's solution](#)

108.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ButterflyDew's solution](#)

109.

1465A

[In-game Chat](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: implementation, strings

[ButterflyDew's solution](#)

110.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 800 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: math, probabilities

[ButterflyDew's solution](#)

111.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[ButterflyDew's solution](#)

112.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[ButterflyDew's solution](#)

113.

1453A

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

Quality: 24,275 global accepts · Rating: 800 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: implementation

[ButterflyDew's solution](#)

114.

1455A

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

Quality: 27,411 global accepts · Rating: 800 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: math, number theory

[ButterflyDew's solution](#)

115.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[ButterflyDew's solution](#)

116.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,443 global accepts · Rating: 800 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: math

[ButterflyDew's solution](#)

117.

1186A

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

Quality: 42,463 global accepts · Rating: 800 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: implementation

[ButterflyDew's solution](#)

118.

1152A

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

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[ButterflyDew's solution](#)

119.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: implementation

[ButterflyDew's solution](#)

120.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: math

[ButterflyDew's solution](#)

121.

1080A

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

Quality: 19,176 global accepts · Rating: 800 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: math

[ButterflyDew's solution](#)

122.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,846 global accepts · Rating: 800 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[ButterflyDew's solution](#)

123.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ButterflyDew's solution](#)

124.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ButterflyDew's solution](#)

125.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[ButterflyDew's solution](#)

126.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[ButterflyDew's solution](#)

127.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[ButterflyDew's solution](#)

128.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ButterflyDew's solution](#)

129.

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[ButterflyDew's solution](#)

130.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,543 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[ButterflyDew's solution](#)

131.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ButterflyDew's solution](#)

132.

1779B

[MKnez's Constructive Forces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ButterflyDew's solution](#)

133.

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ButterflyDew's solution](#)

134.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,583 global accepts · Rating: 900 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ButterflyDew's solution](#)

135.

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[ButterflyDew's solution](#)

136.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,564 global accepts · Rating: 900 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ButterflyDew's solution](#)

137.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ButterflyDew's solution](#)

138.

1665B

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

Quality: 32,910 global accepts · Rating: 900 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[ButterflyDew's solution](#)

139.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[ButterflyDew's solution](#)

140.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[ButterflyDew's solution](#)

141.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy, math, sortings

[ButterflyDew's solution](#)

142.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ButterflyDew's solution](#)

143.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,322 global accepts · Rating: 900 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ButterflyDew's solution](#)

144.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[ButterflyDew's solution](#)

145.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ButterflyDew's solution](#)

146.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[ButterflyDew's solution](#)

147.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ButterflyDew's solution](#)

148.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,079 global accepts · Rating: 900 · first AC: 2019-03-08 · last AC: 2019-03-10 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[ButterflyDew's solution](#)

149.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: greedy, sortings

[ButterflyDew's solution](#)

150.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,643 global accepts · Rating: 900 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: math

[ButterflyDew's solution](#)

151.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,362 global accepts · Rating: 900 · first AC: 2018-07-13 · GNU C++ (first AC) · Tags: implementation, strings

[ButterflyDew's solution](#)

152.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,919 global accepts · Rating: 1000 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[ButterflyDew's solution](#)

153.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[ButterflyDew's solution](#)

154.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[ButterflyDew's solution](#)

155.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ButterflyDew's solution](#)

156.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[ButterflyDew's solution](#)

157.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,750 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[ButterflyDew's solution](#)

158.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[ButterflyDew's solution](#)

159.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ButterflyDew's solution](#)

160.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[ButterflyDew's solution](#)

161.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,935 global accepts · Rating: 1000 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[ButterflyDew's solution](#)

162.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ButterflyDew's solution](#)

163.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[ButterflyDew's solution](#)

164.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[ButterflyDew's solution](#)

165.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[ButterflyDew's solution](#)

166.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[ButterflyDew's solution](#)

167.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[ButterflyDew's solution](#)

168.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[ButterflyDew's solution](#)

169.

1671B

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

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

170.

1659A

[Red Versus Blue](#) · [Tutorial](#)

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

171.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ButterflyDew's solution](#)

172.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[ButterflyDew's solution](#)

173.

1515B

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

Quality: 27,070 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[ButterflyDew's solution](#)

174.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,151 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[ButterflyDew's solution](#)

175.

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[ButterflyDew's solution](#)

176.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy

[ButterflyDew's solution](#)

177.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[ButterflyDew's solution](#)

178.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[ButterflyDew's solution](#)

179.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy

[ButterflyDew's solution](#)

180.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,078 global accepts · Rating: 1000 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[ButterflyDew's solution](#)

181.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: greedy, math

[ButterflyDew's solution](#)

182.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: implementation

[ButterflyDew's solution](#)

183.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[ButterflyDew's solution](#)

184.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: math

[ButterflyDew's solution](#)

185.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-13 · GNU C++ (first AC) · Tags: greedy, sortings

[ButterflyDew's solution](#)

186.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,924 global accepts · Rating: 1100 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ButterflyDew's solution](#)

187.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,135 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[ButterflyDew's solution](#)

188.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[ButterflyDew's solution](#)

189.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[ButterflyDew's solution](#)

190.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[ButterflyDew's solution](#)

191.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ButterflyDew's solution](#)

192.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[ButterflyDew's solution](#)

193.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[ButterflyDew's solution](#)

194.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[ButterflyDew's solution](#)

195.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[ButterflyDew's solution](#)

196.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ButterflyDew's solution](#)

197.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[ButterflyDew's solution](#)

198.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[ButterflyDew's solution](#)

199.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ButterflyDew's solution](#)

200.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ButterflyDew's solution](#)

201.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ButterflyDew's solution](#)

202.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[ButterflyDew's solution](#)

203.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[ButterflyDew's solution](#)

204.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[ButterflyDew's solution](#)

205.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[ButterflyDew's solution](#)

206.

1821B

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

Quality: 28,341 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[ButterflyDew's solution](#)

207.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[ButterflyDew's solution](#)

208.

1726B

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

Quality: 16,855 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[ButterflyDew's solution](#)

209.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[ButterflyDew's solution](#)

210.

1673B

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

Quality: 21,782 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[ButterflyDew's solution](#)

211.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[ButterflyDew's solution](#)

212.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,811 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

[ButterflyDew's solution](#)

213.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[ButterflyDew's solution](#)

214.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[ButterflyDew's solution](#)

215.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ButterflyDew's solution](#)

216.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[ButterflyDew's solution](#)

217.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[ButterflyDew's solution](#)

218.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[ButterflyDew's solution](#)

219.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ButterflyDew's solution](#)

220.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[ButterflyDew's solution](#)

221.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[ButterflyDew's solution](#)

222.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[ButterflyDew's solution](#)

223.

1415B

[Repainting Street](#) · [Tutorial](#)

Quality: 12,534 global accepts · Rating: 1100 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: brute force, greedy

[ButterflyDew's solution](#)

224.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: binary search, math

[ButterflyDew's solution](#)

225.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,445 global accepts · Rating: 1100 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[ButterflyDew's solution](#)

226.

1132A

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

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[ButterflyDew's solution](#)

227.

1121A

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

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: implementation, sortings

[ButterflyDew's solution](#)

228.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: implementation, math

[ButterflyDew's solution](#)

229.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[ButterflyDew's solution](#)

230.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,689 global accepts · Rating: 1200 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[ButterflyDew's solution](#)

231.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[ButterflyDew's solution](#)

232.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[ButterflyDew's solution](#)

233.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[ButterflyDew's solution](#)

234.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[ButterflyDew's solution](#)

235.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[ButterflyDew's solution](#)

236.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,691 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[ButterflyDew's solution](#)

237.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[ButterflyDew's solution](#)

238.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,768 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ButterflyDew's solution](#)

239.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[ButterflyDew's solution](#)

240.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[ButterflyDew's solution](#)

241.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,188 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[ButterflyDew's solution](#)

242.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[ButterflyDew's solution](#)

243.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ButterflyDew's solution](#)

244.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ButterflyDew's solution](#)

245.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[ButterflyDew's solution](#)

246.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[ButterflyDew's solution](#)

247.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[ButterflyDew's solution](#)

248.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ButterflyDew's solution](#)

249.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,984 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[ButterflyDew's solution](#)

250.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[ButterflyDew's solution](#)

251.

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[ButterflyDew's solution](#)

252.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[ButterflyDew's solution](#)

253.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[ButterflyDew's solution](#)

254.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[ButterflyDew's solution](#)

255.

1536B

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

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings
[ButterflyDew's solution](#)

256.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ButterflyDew's solution](#)

257.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[ButterflyDew's solution](#)

258.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[ButterflyDew's solution](#)

259.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings
[ButterflyDew's solution](#)

260.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[ButterflyDew's solution](#)

261.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[ButterflyDew's solution](#)

262.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[ButterflyDew's solution](#)

263.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[ButterflyDew's solution](#)

264.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: implementation, sortings

[ButterflyDew's solution](#)

265.

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: dp, greedy, math

[ButterflyDew's solution](#)

266.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: implementation, strings

[ButterflyDew's solution](#)

267.

1121B

[Mike and Children](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[ButterflyDew's solution](#)

268.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: greedy

[ButterflyDew's solution](#)

269.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[ButterflyDew's solution](#)

270.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[ButterflyDew's solution](#)

271.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ButterflyDew's solution](#)

272.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[ButterflyDew's solution](#)

273.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1300 · first AC: 2025-06-26 · last AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[ButterflyDew's solution](#)

274.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[ButterflyDew's solution](#)

275.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[ButterflyDew's solution](#)

276.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[ButterflyDew's solution](#)

277.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[ButterflyDew's solution](#)

278.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers
[ButterflyDew's solution](#)

279.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[ButterflyDew's solution](#)

280.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[ButterflyDew's solution](#)

281.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
[ButterflyDew's solution](#)

282.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[ButterflyDew's solution](#)

283.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[ButterflyDew's solution](#)

284.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[ButterflyDew's solution](#)

285.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[ButterflyDew's solution](#)

286.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[ButterflyDew's solution](#)

287.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[ButterflyDew's solution](#)

288.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[ButterflyDew's solution](#)

289.

1693A

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

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-16 · last AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ButterflyDew's solution](#)

290.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[ButterflyDew's solution](#)

291.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[ButterflyDew's solution](#)

292.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[ButterflyDew's solution](#)

293.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math

[ButterflyDew's solution](#)

294.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[ButterflyDew's solution](#)

295.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[ButterflyDew's solution](#)

296.

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[ButterflyDew's solution](#)

297.

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ButterflyDew's solution](#)

298.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,396 global accepts · Rating: 1300 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[ButterflyDew's solution](#)

299.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[ButterflyDew's solution](#)

300.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[ButterflyDew's solution](#)

301.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[ButterflyDew's solution](#)

302.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ButterflyDew's solution](#)

303.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[ButterflyDew's solution](#)

304.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[ButterflyDew's solution](#)

305.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: dp, math

[ButterflyDew's solution](#)

306.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,285 global accepts · Rating: 1300 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[ButterflyDew's solution](#)

307.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[ButterflyDew's solution](#)

308.

1008C

[Reorder the Array](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-07-13 · GNU C++ (first AC) · Tags: combinatorics, math

[ButterflyDew's solution](#)

309.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[ButterflyDew's solution](#)

310.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[ButterflyDew's solution](#)

311.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[ButterflyDew's solution](#)

312.

505B

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

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[ButterflyDew's solution](#)

313.

2111D

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

Quality: 11,991 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[ButterflyDew's solution](#)

314.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[ButterflyDew's solution](#)

315.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings
[ButterflyDew's solution](#)

316.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[ButterflyDew's solution](#)

317.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[ButterflyDew's solution](#)

318.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[ButterflyDew's solution](#)

319.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[ButterflyDew's solution](#)

320.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search
[ButterflyDew's solution](#)

321.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings
[ButterflyDew's solution](#)

322.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[ButterflyDew's solution](#)

323.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[ButterflyDew's solution](#)

324.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[ButterflyDew's solution](#)

325.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[ButterflyDew's solution](#)

326.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[ButterflyDew's solution](#)

327.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ButterflyDew's solution](#)

328.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[ButterflyDew's solution](#)

329.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[ButterflyDew's solution](#)

330.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ButterflyDew's solution](#)

331.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[ButterflyDew's solution](#)

332.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[ButterflyDew's solution](#)

333.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[ButterflyDew's solution](#)

334.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[ButterflyDew's solution](#)

335.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[ButterflyDew's solution](#)

336.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[ButterflyDew's solution](#)

337.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[ButterflyDew's solution](#)

338.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[ButterflyDew's solution](#)

339.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[ButterflyDew's solution](#)

340.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[ButterflyDew's solution](#)

341.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[ButterflyDew's solution](#)

342.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[ButterflyDew's solution](#)

343.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[ButterflyDew's solution](#)

344.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[ButterflyDew's solution](#)

345.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[ButterflyDew's solution](#)

346.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[ButterflyDew's solution](#)

347.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,412 global accepts · Rating: 1400 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu
[ButterflyDew's solution](#)

348.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: greedy, implementation
[ButterflyDew's solution](#)

349.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,463 global accepts · Rating: 1500 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees
[ButterflyDew's solution](#)

350.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory
[ButterflyDew's solution](#)

351.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[ButterflyDew's solution](#)

352.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[ButterflyDew's solution](#)

353.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy
[ButterflyDew's solution](#)

354.

1898B

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

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[ButterflyDew's solution](#)

355.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[ButterflyDew's solution](#)

356.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[ButterflyDew's solution](#)

357.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[ButterflyDew's solution](#)

358.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[ButterflyDew's solution](#)

359.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ButterflyDew's solution](#)

360.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,017 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[ButterflyDew's solution](#)

361.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,057 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[ButterflyDew's solution](#)

362.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[ButterflyDew's solution](#)

363.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[ButterflyDew's solution](#)

364.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[ButterflyDew's solution](#)

365.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[ButterflyDew's solution](#)

366.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[ButterflyDew's solution](#)

367.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[ButterflyDew's solution](#)

368.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[ButterflyDew's solution](#)

369.

1486B

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

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[ButterflyDew's solution](#)

370.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[ButterflyDew's solution](#)

371.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[ButterflyDew's solution](#)

372.

1440C1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ButterflyDew's solution](#)

373.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, trees

[ButterflyDew's solution](#)

374.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[ButterflyDew's solution](#)

375.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[ButterflyDew's solution](#)

376.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,443 global accepts · Rating: 1600 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: probabilities
[ButterflyDew's solution](#)

377.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings
[ButterflyDew's solution](#)

378.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[ButterflyDew's solution](#)

379.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[ButterflyDew's solution](#)

380.

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees
[ButterflyDew's solution](#)

381.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math
[ButterflyDew's solution](#)

382.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
[ButterflyDew's solution](#)

383.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers
[ButterflyDew's solution](#)

384.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[ButterflyDew's solution](#)

385.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,983 global accepts · Rating: 1600 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers
[ButterflyDew's solution](#)

386.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[ButterflyDew's solution](#)

387.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers
[ButterflyDew's solution](#)

388.

1978D

[Elections](#) · [Tutorial](#)

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

389.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees
[ButterflyDew's solution](#)

390.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[ButterflyDew's solution](#)

391.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[ButterflyDew's solution](#)

392.

1748C

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

Quality: 13,010 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[ButterflyDew's solution](#)

393.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[ButterflyDew's solution](#)

394.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[ButterflyDew's solution](#)

395.

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[ButterflyDew's solution](#)

396.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[ButterflyDew's solution](#)

397.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees
[ButterflyDew's solution](#)

398.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math
[ButterflyDew's solution](#)

399.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math
[ButterflyDew's solution](#)

400.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[ButterflyDew's solution](#)

401.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[ButterflyDew's solution](#)

402.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[ButterflyDew's solution](#)

403.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[ButterflyDew's solution](#)

404.

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings
[ButterflyDew's solution](#)

405.

1537E1

[Erase and Extend \(Easy Version\) · Tutorial](#)

Quality: 16,315 global accepts · Rating: 1600 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[ButterflyDew's solution](#)

406.

1523C

[Compression and Expansion · Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[ButterflyDew's solution](#)

407.

1528A

[Parsa's Humongous Tree · Tutorial](#)

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[ButterflyDew's solution](#)

408.

1519D

[Maximum Sum of Products · Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[ButterflyDew's solution](#)

409.

1514C

[Product 1 Modulo N · Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[ButterflyDew's solution](#)

410.

1511D

[Min Cost String · Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[ButterflyDew's solution](#)

411.

1513C

[Add One · Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[ButterflyDew's solution](#)

412.

1503A

[Balance the Bits · Tutorial](#)

Quality: 14,609 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ButterflyDew's solution](#)

413.

1483A

[Basic Diplomacy · Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ButterflyDew's solution](#)

414.

1486C1

[Guessing the Greatest \(easy version\) · Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[ButterflyDew's solution](#)

415.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ButterflyDew's solution](#)

416.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[ButterflyDew's solution](#)

417.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[ButterflyDew's solution](#)

418.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, two pointers

[ButterflyDew's solution](#)

419.

1461D

[Divide and Summarize](#) · [Tutorial](#)

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[ButterflyDew's solution](#)

420.

1455D

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

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[ButterflyDew's solution](#)

421.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math

[ButterflyDew's solution](#)

422.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,401 global accepts · Rating: 1600 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[ButterflyDew's solution](#)

423.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[ButterflyDew's solution](#)

424.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: implementation, sortings

[ButterflyDew's solution](#)

425.

1138D

[Camp Schedule](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures, strings

[ButterflyDew's solution](#)

426.

1138C

[Skyscrapers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: implementation, sortings

[ButterflyDew's solution](#)

427.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[ButterflyDew's solution](#)

428.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[ButterflyDew's solution](#)

429.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[ButterflyDew's solution](#)

430.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[ButterflyDew's solution](#)

431.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[ButterflyDew's solution](#)

432.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[ButterflyDew's solution](#)

433.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ButterflyDew's solution](#)

434.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[ButterflyDew's solution](#)

435.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[ButterflyDew's solution](#)

436.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[ButterflyDew's solution](#)

437.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[ButterflyDew's solution](#)

438.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[ButterflyDew's solution](#)

439.

2006A

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

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[ButterflyDew's solution](#)

440.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[ButterflyDew's solution](#)

441.

1984C2

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

Quality: 8,692 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[ButterflyDew's solution](#)

442.

1973C

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

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[ButterflyDew's solution](#)

443.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[ButterflyDew's solution](#)

444.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[ButterflyDew's solution](#)

445.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ButterflyDew's solution](#)

446.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[ButterflyDew's solution](#)

447.

1889B

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

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ButterflyDew's solution](#)

448.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[ButterflyDew's solution](#)

449.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[ButterflyDew's solution](#)

450.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ButterflyDew's solution](#)

451.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[ButterflyDew's solution](#)

452.

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[ButterflyDew's solution](#)

453.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[ButterflyDew's solution](#)

454.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[ButterflyDew's solution](#)

455.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[ButterflyDew's solution](#)

456.

1658C

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

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[ButterflyDew's solution](#)

457.

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[ButterflyDew's solution](#)

458.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math
[ButterflyDew's solution](#)

459.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
[ButterflyDew's solution](#)

460.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math
[ButterflyDew's solution](#)

461.

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs
[ButterflyDew's solution](#)

462.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees
[ButterflyDew's solution](#)

463.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
[ButterflyDew's solution](#)

464.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[ButterflyDew's solution](#)

465.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[ButterflyDew's solution](#)

466.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[ButterflyDew's solution](#)

467.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[ButterflyDew's solution](#)

468.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[ButterflyDew's solution](#)

469.

1480C

[Searching Local Minimum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, ternary search

[ButterflyDew's solution](#)

470.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[ButterflyDew's solution](#)

471.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[ButterflyDew's solution](#)

472.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ButterflyDew's solution](#)

473.

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation

[ButterflyDew's solution](#)

474.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[ButterflyDew's solution](#)

475.

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: brute force

[ButterflyDew's solution](#)

476.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu

[ButterflyDew's solution](#)

477.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[ButterflyDew's solution](#)

478.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[ButterflyDew's solution](#)

479.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[ButterflyDew's solution](#)

480.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[ButterflyDew's solution](#)

481.

2043D

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

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory

[ButterflyDew's solution](#)

482.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[ButterflyDew's solution](#)

483.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[ButterflyDew's solution](#)

484.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ButterflyDew's solution](#)

485.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[ButterflyDew's solution](#)

486.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[ButterflyDew's solution](#)

487.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[ButterflyDew's solution](#)

488.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[ButterflyDew's solution](#)

489.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[ButterflyDew's solution](#)

490.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[ButterflyDew's solution](#)

491.

1841C

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Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[ButterflyDew's solution](#)

492.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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493.

1648B

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Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[ButterflyDew's solution](#)

494.

1586D

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

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

[ButterflyDew's solution](#)

495.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

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496.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[ButterflyDew's solution](#)

497.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[ButterflyDew's solution](#)

498.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[ButterflyDew's solution](#)

499.

1552C

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Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[ButterflyDew's solution](#)

500.

1517D

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Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

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501.

1508B

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Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[ButterflyDew's solution](#)

502.

1500A

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Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math

[ButterflyDew's solution](#)

503.

1491D

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Quality: 8,286 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[ButterflyDew's solution](#)

504.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[ButterflyDew's solution](#)

505.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[ButterflyDew's solution](#)

506.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: implementation

[ButterflyDew's solution](#)

507.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[ButterflyDew's solution](#)

508.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,547 global accepts · Rating: 1800 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: implementation, math

[ButterflyDew's solution](#)

509.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,177 global accepts · Rating: 1800 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: greedy, implementation

[ButterflyDew's solution](#)

510.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2019-03-08 · last AC: 2019-03-10 · GNU C++11 (first AC) · Tags: brute force, greedy, math, strings

[ButterflyDew's solution](#)

511.

1130D2

[Toy Train](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[ButterflyDew's solution](#)

512.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2019-01-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[ButterflyDew's solution](#)

513.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[ButterflyDew's solution](#)

514.

527D

[Cliques Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2018-11-02 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[ButterflyDew's solution](#)

515.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[ButterflyDew's solution](#)

516.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ButterflyDew's solution](#)

517.

2111E

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

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[ButterflyDew's solution](#)

518.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[ButterflyDew's solution](#)

519.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[ButterflyDew's solution](#)

520.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[ButterflyDew's solution](#)

521.

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[ButterflyDew's solution](#)

522.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[ButterflyDew's solution](#)

523.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[ButterflyDew's solution](#)

524.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[ButterflyDew's solution](#)

525.

2013D

[Minimize the Difference](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[ButterflyDew's solution](#)

526.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[ButterflyDew's solution](#)

527.

1994D

[Funny Game · Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[ButterflyDew's solution](#)

528.

1946D

[Birthday Gift · Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[ButterflyDew's solution](#)

529.

1898D

[Absolute Beauty · Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ButterflyDew's solution](#)

530.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[ButterflyDew's solution](#)

531.

1887B

[Time Travel · Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[ButterflyDew's solution](#)

532.

1821D

[Black Cells · Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[ButterflyDew's solution](#)

533.

1749D

[Counting Arrays · Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ButterflyDew's solution](#)

534.

41D

[Pawn · Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ButterflyDew's solution](#)

535.

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[ButterflyDew's solution](#)

536.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[ButterflyDew's solution](#)

537.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[ButterflyDew's solution](#)

538.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[ButterflyDew's solution](#)

539.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ButterflyDew's solution](#)

540.

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[ButterflyDew's solution](#)

541.

1659D

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Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[ButterflyDew's solution](#)

542.

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ButterflyDew's solution](#)

543.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[ButterflyDew's solution](#)

544.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation

[ButterflyDew's solution](#)

545.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[ButterflyDew's solution](#)

546.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[ButterflyDew's solution](#)

547.

1508A

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Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[ButterflyDew's solution](#)

548.

1483B

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Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

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549.

1495B

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Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

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550.

1494C

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Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[ButterflyDew's solution](#)

551.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

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552.

1480D1

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Rating: 1900 · first AC: 2021-02-07 · last AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[ButterflyDew's solution](#)

553.

1440C2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ButterflyDew's solution](#)

554.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ButterflyDew's solution](#)

555.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

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556.

1181C

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Quality: 3,404 global accepts · Rating: 1900 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, implementation

[ButterflyDew's solution](#)

557.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[ButterflyDew's solution](#)

558.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: binary search

[ButterflyDew's solution](#)

559.

835D

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

Quality: 4,661 global accepts · Rating: 1900 · first AC: 2018-12-14 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, strings

[ButterflyDew's solution](#)

560.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2018-11-05 · last AC: 2018-11-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[ButterflyDew's solution](#)

561.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[ButterflyDew's solution](#)

562.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-06-06 · last AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[ButterflyDew's solution](#)

563.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[ButterflyDew's solution](#)

564.

2063D

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

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[ButterflyDew's solution](#)

565.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[ButterflyDew's solution](#)

566.

2028D

[Alice's Adventures in Cards](#) · [Tutorial](#)

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[ButterflyDew's solution](#)

567.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[ButterflyDew's solution](#)

568.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[ButterflyDew's solution](#)

569.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[ButterflyDew's solution](#)

570.

1978E

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

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

[ButterflyDew's solution](#)

571.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[ButterflyDew's solution](#)

572.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[ButterflyDew's solution](#)

573.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ButterflyDew's solution](#)

574.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ButterflyDew's solution](#)

575.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[ButterflyDew's solution](#)

576.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[ButterflyDew's solution](#)

577.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[ButterflyDew's solution](#)

578.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[ButterflyDew's solution](#)

579.

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

[ButterflyDew's solution](#)

580.

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

[ButterflyDew's solution](#)

581.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ButterflyDew's solution](#)

582.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[ButterflyDew's solution](#)

583.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[ButterflyDew's solution](#)

584.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[ButterflyDew's solution](#)

585.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[ButterflyDew's solution](#)

586.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[ButterflyDew's solution](#)

587.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ButterflyDew's solution](#)

588.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[ButterflyDew's solution](#)

589.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[ButterflyDew's solution](#)

590.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[ButterflyDew's solution](#)

591.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[ButterflyDew's solution](#)

592.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[ButterflyDew's solution](#)

593.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[ButterflyDew's solution](#)

594.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[ButterflyDew's solution](#)

595.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[ButterflyDew's solution](#)

596.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms

[ButterflyDew's solution](#)

597.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2019-03-05 · last AC: 2019-03-07 · GNU C++11 (first AC) · Tags: dp

[ButterflyDew's solution](#)

598.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[ButterflyDew's solution](#)

599.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[ButterflyDew's solution](#)

600.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[ButterflyDew's solution](#)

601.

2031E

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

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[ButterflyDew's solution](#)

602.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-19 · last AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ButterflyDew's solution](#)

603.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[ButterflyDew's solution](#)

604.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[ButterflyDew's solution](#)

605.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[ButterflyDew's solution](#)

606.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[ButterflyDew's solution](#)

607.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[ButterflyDew's solution](#)

608.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ButterflyDew's solution](#)

609.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 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

[ButterflyDew's solution](#)

610.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[ButterflyDew's solution](#)

611.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[ButterflyDew's solution](#)

612.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ButterflyDew's solution](#)

613.

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[ButterflyDew's solution](#)

614.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[ButterflyDew's solution](#)

615.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ButterflyDew's solution](#)

616.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[ButterflyDew's solution](#)

617.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[ButterflyDew's solution](#)

618.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[ButterflyDew's solution](#)

619.

1511E

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

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[ButterflyDew's solution](#)

620.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[ButterflyDew's solution](#)

621.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[ButterflyDew's solution](#)

622.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[ButterflyDew's solution](#)

623.

1480D2

[Painting the Array II](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[ButterflyDew's solution](#)

624.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[ButterflyDew's solution](#)

625.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,218 global accepts · Rating: 2100 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: dp, math, matrices

[ButterflyDew's solution](#)

626.

920E

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

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2018-11-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[ButterflyDew's solution](#)

627.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: brute force, dp, math, number theory, trees
[ButterflyDew's solution](#)

628.

894E

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

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: dp, graphs
[ButterflyDew's solution](#)

629.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2018-07-20 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
[ButterflyDew's solution](#)

630.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings
[ButterflyDew's solution](#)

631.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers
[ButterflyDew's solution](#)

632.

182A

[Battlefield](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2200 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: geometry, graphs, implementation, shortest paths
[ButterflyDew's solution](#)

633.

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities
[ButterflyDew's solution](#)

634.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math
[ButterflyDew's solution](#)

635.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math
[ButterflyDew's solution](#)

636.

2027D2

[The Endspeaker \(Hard Version\) · Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[ButterflyDew's solution](#)

637.

2034E

[Permutations Harmony · Tutorial](#)

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[ButterflyDew's solution](#)

638.

2025E

[Card Game · Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[ButterflyDew's solution](#)

639.

2018D

[Max Plus Min Plus Size · Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[ButterflyDew's solution](#)

640.

2013E

[Prefix GCD · Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[ButterflyDew's solution](#)

641.

1946E

[Girl Permutation · Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ButterflyDew's solution](#)

642.

1898E

[Sofia and Strings · Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[ButterflyDew's solution](#)

643.

1841E

[Fill the Matrix · Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[ButterflyDew's solution](#)

644.

1736D

[Equal Binary Subsequences · Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[ButterflyDew's solution](#)

645.

1704E

[Count Seconds · Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[ButterflyDew's solution](#)

646.

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[ButterflyDew's solution](#)

647.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[ButterflyDew's solution](#)

648.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[ButterflyDew's solution](#)

649.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[ButterflyDew's solution](#)

650.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[ButterflyDew's solution](#)

651.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[ButterflyDew's solution](#)

652.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[ButterflyDew's solution](#)

653.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[ButterflyDew's solution](#)

654.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[ButterflyDew's solution](#)

655.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[ButterflyDew's solution](#)

656.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[ButterflyDew's solution](#)

657.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[ButterflyDew's solution](#)

658.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ButterflyDew's solution](#)

659.

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[ButterflyDew's solution](#)

660.

1477C

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

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[ButterflyDew's solution](#)

661.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[ButterflyDew's solution](#)

662.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, implementation, math

[ButterflyDew's solution](#)

663.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[ButterflyDew's solution](#)

664.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: dp

[ButterflyDew's solution](#)

665.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: data structures, trees

[ButterflyDew's solution](#)

666.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2018-12-13 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[ButterflyDew's solution](#)

667.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2018-11-07 · GNU C++11 (first AC) · Tags: dp, sortings

[ButterflyDew's solution](#)

668.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,645 global accepts · Rating: 2300 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[ButterflyDew's solution](#)

669.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,402 global accepts · Rating: 2300 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[ButterflyDew's solution](#)

670.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[ButterflyDew's solution](#)

671.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[ButterflyDew's solution](#)

672.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[ButterflyDew's solution](#)

673.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[ButterflyDew's solution](#)

674.

2028E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[ButterflyDew's solution](#)

675.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[ButterflyDew's solution](#)

676.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[ButterflyDew's solution](#)

677.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[ButterflyDew's solution](#)

678.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[ButterflyDew's solution](#)

679.

1495C

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

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[ButterflyDew's solution](#)

680.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[ButterflyDew's solution](#)

681.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[ButterflyDew's solution](#)

682.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math

[ButterflyDew's solution](#)

683.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[ButterflyDew's solution](#)

684.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[ButterflyDew's solution](#)

685.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[ButterflyDew's solution](#)

686.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[ButterflyDew's solution](#)

687.

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[ButterflyDew's solution](#)

688.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[ButterflyDew's solution](#)

689.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[ButterflyDew's solution](#)

690.

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ButterflyDew's solution](#)

691.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[ButterflyDew's solution](#)

692.

1132D

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

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-03-07 · last AC: 2019-03-07 · GNU C++11 (first AC) · Tags: binary search, greedy

[ButterflyDew's solution](#)

693.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2019-02-09 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[ButterflyDew's solution](#)

694.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[ButterflyDew's solution](#)

695.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2018-12-13 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[ButterflyDew's solution](#)

696.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ButterflyDew's solution](#)

697.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2018-10-17 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[ButterflyDew's solution](#)

698.

893F

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

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: data structures, trees

[ButterflyDew's solution](#)

699.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: binary search, data structures, trees

[ButterflyDew's solution](#)

700.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2018-07-25 · last AC: 2018-07-25 · GNU C++ (first AC) · Tags: dfs and similar, strings, trees

[ButterflyDew's solution](#)

701.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2018-07-20 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[ButterflyDew's solution](#)

702.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[ButterflyDew's solution](#)

703.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ButterflyDew's solution](#)

704.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[ButterflyDew's solution](#)

705.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ButterflyDew's solution](#)

706.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-07 · last AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[ButterflyDew's solution](#)

707.

2063F1

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

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[ButterflyDew's solution](#)

708.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[ButterflyDew's solution](#)

709.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[ButterflyDew's solution](#)

710.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[ButterflyDew's solution](#)

711.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[ButterflyDew's solution](#)

712.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[ButterflyDew's solution](#)

713.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[ButterflyDew's solution](#)

714.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[ButterflyDew's solution](#)

715.

1887C

[Minimum Array · Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[ButterflyDew's solution](#)

716.

1764E

[Doremy's Number Line · Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[ButterflyDew's solution](#)

717.

1707C

[DFS Trees · Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[ButterflyDew's solution](#)

718.

1670F

[Jee, You See? · Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[ButterflyDew's solution](#)

719.

1673F

[Anti-Theft Road Planning · Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[ButterflyDew's solution](#)

720.

1634E

[Fair Share · Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-03-03 · last AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[ButterflyDew's solution](#)

721.

1638E

[Colorful Operations · Tutorial](#)

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[ButterflyDew's solution](#)

722.

1633E

[Spanning Tree Queries · Tutorial](#)

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[ButterflyDew's solution](#)

723.

1628D2

[Game on Sum \(Hard Version\) · Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[ButterflyDew's solution](#)

724.

1582F2

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

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2021-10-24 · last AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[ButterflyDew's solution](#)

725.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[ButterflyDew's solution](#)

726.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[ButterflyDew's solution](#)

727.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[ButterflyDew's solution](#)

728.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ButterflyDew's solution](#)

729.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[ButterflyDew's solution](#)

730.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[ButterflyDew's solution](#)

731.

1485F

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

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[ButterflyDew's solution](#)

732.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[ButterflyDew's solution](#)

733.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2019-06-02 · last AC: 2019-06-02 · GNU C++11 (first AC) · Tags: math

[ButterflyDew's solution](#)

734.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2019-03-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[ButterflyDew's solution](#)

735.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[ButterflyDew's solution](#)

736.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: data structures, hashing

[ButterflyDew's solution](#)

737.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,276 global accepts · Rating: 2400 · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[ButterflyDew's solution](#)

738.

1051F

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

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: graphs, shortest paths, trees

[ButterflyDew's solution](#)

739.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: binary search, geometry

[ButterflyDew's solution](#)

740.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2018-07-31 · last AC: 2018-07-31 · GNU C++ (first AC) · Tags: data structures, trees

[ButterflyDew's solution](#)

741.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2018-07-25 · GNU C++11 (first AC) · Tags: dp, hashing, string suffix structures, strings

[ButterflyDew's solution](#)

742.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[ButterflyDew's solution](#)

743.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[ButterflyDew's solution](#)

744.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[ButterflyDew's solution](#)

745.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[ButterflyDew's solution](#)

746.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-09 · last AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[ButterflyDew's solution](#)

747.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[ButterflyDew's solution](#)

748.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[ButterflyDew's solution](#)

749.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[ButterflyDew's solution](#)

750.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[ButterflyDew's solution](#)

751.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[ButterflyDew's solution](#)

752.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[ButterflyDew's solution](#)

753.

1840G2

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

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[ButterflyDew's solution](#)

754.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[ButterflyDew's solution](#)

755.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[ButterflyDew's solution](#)

756.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[ButterflyDew's solution](#)

757.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[ButterflyDew's solution](#)

758.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[ButterflyDew's solution](#)

759.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-10-07 · last AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[ButterflyDew's solution](#)

760.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[ButterflyDew's solution](#)

761.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[ButterflyDew's solution](#)

762.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[ButterflyDew's solution](#)

763.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[ButterflyDew's solution](#)

764.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[ButterflyDew's solution](#)

765.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[ButterflyDew's solution](#)

766.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[ButterflyDew's solution](#)

767.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[ButterflyDew's solution](#)

768.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[ButterflyDew's solution](#)

769.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[ButterflyDew's solution](#)

770.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ButterflyDew's solution](#)

771.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[ButterflyDew's solution](#)

772.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2019-06-14 · GNU C++11 (first AC) · Tags: data structures, probabilities

[ButterflyDew's solution](#)

773.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: dp, graphs, implementation

[ButterflyDew's solution](#)

774.

1138E

[Museums Tour](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs

[ButterflyDew's solution](#)

775.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: dp, number theory

[ButterflyDew's solution](#)

776.

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[ButterflyDew's solution](#)

777.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2018-11-05 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[ButterflyDew's solution](#)

778.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2018-10-15 · last AC: 2018-10-15 · GNU C++11 (first AC) · Tags: combinatorics, dp

[ButterflyDew's solution](#)

779.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: binary search, data structures

[ButterflyDew's solution](#)

780.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[ButterflyDew's solution](#)

781.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[ButterflyDew's solution](#)

782.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[ButterflyDew's solution](#)

783.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, matrices

[ButterflyDew's solution](#)

784.

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[ButterflyDew's solution](#)

785.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ButterflyDew's solution](#)

786.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, trees

[ButterflyDew's solution](#)

787.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2600 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[ButterflyDew's solution](#)

788.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[ButterflyDew's solution](#)

789.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft

[ButterflyDew's solution](#)

790.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[ButterflyDew's solution](#)

791.

1440E

[Greedy Shopping](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[ButterflyDew's solution](#)

792.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2019-07-08 · GNU C++11 (first AC) · Tags: math

[ButterflyDew's solution](#)

793.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2019-06-01 · last AC: 2019-06-01 · GNU C++11 (first AC) · Tags: flows, graphs

[ButterflyDew's solution](#)

794.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: brute force, data structures

[ButterflyDew's solution](#)

795.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: dp, probabilities

[ButterflyDew's solution](#)

796.

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: brute force, strings

[ButterflyDew's solution](#)

797.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 2700 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, math

[ButterflyDew's solution](#)

798.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[ButterflyDew's solution](#)

799.

2022D2

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

Quality: 828 global accepts · Rating: 2700 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, interactive

[ButterflyDew's solution](#)

800.

2028F

[Alice's Adventures in Addition](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[ButterflyDew's solution](#)

801.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[ButterflyDew's solution](#)

802.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[ButterflyDew's solution](#)

803.

1658F

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

Quality: 925 global accepts · Rating: 2700 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ButterflyDew's solution](#)

804.

1634F

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

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[ButterflyDew's solution](#)

805.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[ButterflyDew's solution](#)

806.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[ButterflyDew's solution](#)

807.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[ButterflyDew's solution](#)

808.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[ButterflyDew's solution](#)

809.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2019-03-13 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[ButterflyDew's solution](#)

810.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[ButterflyDew's solution](#)

811.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[ButterflyDew's solution](#)

812.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[ButterflyDew's solution](#)

813.

2027E1

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

Quality: 248 global accepts · Rating: 2800 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, games, math

[ButterflyDew's solution](#)

814.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2800 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[ButterflyDew's solution](#)

815.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2024-11-26 · last AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[ButterflyDew's solution](#)

816.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ButterflyDew's solution](#)

817.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[ButterflyDew's solution](#)

818.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[ButterflyDew's solution](#)

819.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2018-10-19 · GNU C++11 (first AC) · Tags: dp

[ButterflyDew's solution](#)

820.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ButterflyDew's solution](#)

821.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[ButterflyDew's solution](#)

822.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-04 · last AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[ButterflyDew's solution](#)

823.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[ButterflyDew's solution](#)

824.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2900 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[ButterflyDew's solution](#)

825.

1644F

[Basis](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2900 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[ButterflyDew's solution](#)

826.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[ButterflyDew's solution](#)

827.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: constructive algorithms

[ButterflyDew's solution](#)

828.

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[ButterflyDew's solution](#)

829.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[ButterflyDew's solution](#)

830.

2070F

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

Quality: 370 global accepts · Rating: 3000 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[ButterflyDew's solution](#)

831.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2018-12-25 · GNU C++11 (first AC) · Tags: data structures

[ButterflyDew's solution](#)

832.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[ButterflyDew's solution](#)

833.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2018-12-17 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[ButterflyDew's solution](#)

834.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2018-11-29 · GNU C++11 (first AC) · Tags: data structures

[ButterflyDew's solution](#)

835.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

836.

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

837.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

838.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

839.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

840.

105385H

[Stop the Castle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

841.

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

842.

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

843.

105385J

[Colorful Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

844.

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

845.

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

846.

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

847.

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

848.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

849.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

850.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

851.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

852.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

853.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

854.

105459A

[Build a Computer](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

855.

105434N

[Zb6cbNX](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

856.

105434J

[p@oreNP](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

857.

105434G

[Mobiuspv, Tgrh](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

858.

105434E

[HoMaCoMoHa!](#) · Tutorial

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

859.

105434C

[LCT](#) · Tutorial

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

860.

105434I

[nlsere](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

861.

105434K

[agKc N Y \(e a\) W \(Ž « T](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

862.

105434H

[r6 \[Rb @\]](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

863.

105434D

[E j y h N a f](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

864.

105434B

[Q h i s t @ _](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

865.

105434A

[O`Y`y HWC W h e r a l](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

866.

104976G

[Snake Move](#) · Tutorial

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

867.

104976H

[Sugar Sweet II](#) · Tutorial

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

868.

104976J

[Mysterious Tree](#) · Tutorial

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

869.

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

870.

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

871.

105336I

[b-Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

872.

105336G

[u-Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

873.

105336D

[x-Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

874.

105336J

[b-Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

875.

105336B

[Q-Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

876.

105336K

[S-Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

877.

105336L

[Q-Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

878.

102012H

[Rikka with A Long Colour Palette](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

879.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

880.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

881.

102823B

[Array Modify](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

882.

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

883.

102823H

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

884.

102823G

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

Rating: — · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

885.

102823D

[Bits Reverse](#) · [Tutorial](#)

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

[ButterflyDew's solution](#)

886.

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

887.

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

888.

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

889.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

890.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · Python 3 (first AC) · Tags: —

[ButterflyDew's solution](#)

891.

102769K

[Kingdom's Power](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

892.

102769E

[Exam Results](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

893.

102769F

[Friendly Group](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

894.

102769G

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

895.

102769A

[A Greeting from Qinhuangdao](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

896.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

897.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

898.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

899.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

900.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

901.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

902.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

903.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

904.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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905.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

906.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[ButterflyDew's solution](#)

907.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

908.

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

909.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

910.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

911.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

912.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

913.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

914.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

915.

102875I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

916.

102875E

[Eliminate the Virus](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

917.

102875D

[Delete Prime](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

918.

102875C

[Cats](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

919.

102875G

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

920.

102875H

[Happy Morse Code](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

921.

102875J

[Just Multiplicative Inverse](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

922.

102780D

[Power play](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

923.

102780F

[A word game](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

924.

102780C

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

925.

102780H

[Men's showdown](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

926.

102780K

[Parabolic sorting](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

927.

102780B

[Mysterious Resistors](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

928.

102780A

[Green tea](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

929.

102785H

[A self-describing sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

930.

102785C

[Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

931.

102785E

[Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

932.

102785D

[We were trying to share an orange ...](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

933.

102785F

[Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

934.

102785J

[R u really ready?](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

935.

102785B

[Gremlins attack!](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

936.

102785A

[A lazy controller](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

937.

102861M

[Machine Gun](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

938.

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

939.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

940.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

941.

102861N

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

Rating: — · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

942.

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

943.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

944.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

945.

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

946.

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

947.

102890K

[K contestants](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

948.

102890A

[Acing the contest](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

949.

102890H

[How to Work Less to Pass a Programming Course in Planet E-13](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

950.

102890M

[Mathematics society problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

951.

102890G

[Gold Fever](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

952.

102890D

[Debugging the network](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

953.

102890E

[End of the year bonus](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

954.

102890L

[Let's count words](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

955.

102890I

[Is this the best deal?](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

956.

102890C

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

Rating: — · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

957.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

958.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

959.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

960.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

961.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

962.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

963.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

964.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

965.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

966.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

967.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

968.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

969.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · Python 3 (first AC) · Tags: —

[ButterflyDew's solution](#)

970.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

971.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

972.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

973.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[ButterflyDew's solution](#)

974.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)

975.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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976.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: —

[ButterflyDew's solution](#)