

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

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# Unique solved — Cyanic

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

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

Filters: none

Count: 775

1.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Cyanic's solution](#)

2.

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Cyanic's solution](#)

3.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Cyanic's solution](#)

4.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Cyanic's solution](#)

5.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

[Cyanic's solution](#)

6.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,261 global accepts · Rating: 800 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Cyanic's solution](#)

7.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Cyanic's solution](#)

8.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Cyanic's solution](#)

9.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[Cyanic's solution](#)

**10.**

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Cyanic's solution](#)

**11.**

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Cyanic's solution](#)

**12.**

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Cyanic's solution](#)

**13.**

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Cyanic's solution](#)

**14.**

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,710 global accepts · Rating: 800 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Cyanic's solution](#)

**15.**

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Cyanic's solution](#)

**16.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Cyanic's solution](#)

**17.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Cyanic's solution](#)

**18.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[Cyanic's solution](#)

**19.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[Cyanic's solution](#)

**20.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Cyanic's solution](#)

**21.**

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[Cyanic's solution](#)

**22.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy  
[Cyanic's solution](#)

**23.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: math  
[Cyanic's solution](#)

**24.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[Cyanic's solution](#)

**25.**

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math  
[Cyanic's solution](#)

**26.**

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[Cyanic's solution](#)

**27.**

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,576 global accepts · Rating: 1000 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math  
[Cyanic's solution](#)

**28.**

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Cyanic's solution](#)

**29.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[Cyanic's solution](#)

**30.**

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[Cyanic's solution](#)

**31.**

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory  
[Cyanic's solution](#)

**32.**

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Cyanic's solution](#)

**33.**

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2020-08-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Cyanic's solution](#)

**34.**

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,939 global accepts · Rating: 1200 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Cyanic's solution](#)

**35.**

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Cyanic's solution](#)

**36.**

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Cyanic's solution](#)

**37.**

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Cyanic's solution](#)

**38.**

1257C

[Dominated Subarray](#) · [Tutorial](#)

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[Cyanic's solution](#)

**39.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Cyanic's solution](#)

**40.**

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Cyanic's solution](#)

**41.**

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Cyanic's solution](#)

**42.**

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Cyanic's solution](#)

**43.**

982A

[Row](#) · [Tutorial](#)

Quality: 9,712 global accepts · Rating: 1200 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Cyanic's solution](#)

**44.**

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Cyanic's solution](#)

**45.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[Cyanic's solution](#)

**46.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,418 global accepts · Rating: 1300 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Cyanic's solution](#)

**47.**

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Cyanic's solution](#)

**48.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,783 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[Cyanic's solution](#)

**49.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Cyanic's solution](#)

**50.**

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[Cyanic's solution](#)

**51.**

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Cyanic's solution](#)

**52.**

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Cyanic's solution](#)

**53.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Cyanic's solution](#)

**54.**

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1400 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, math

[Cyanic's solution](#)

**55.**

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Cyanic's solution](#)

**56.**

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Cyanic's solution](#)

**57.**

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[Cyanic's solution](#)

**58.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Cyanic's solution](#)

**59.**

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Cyanic's solution](#)

**60.**

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Cyanic's solution](#)

**61.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,600 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Cyanic's solution](#)

**62.**

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[Cyanic's solution](#)

**63.**

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Cyanic's solution](#)

**64.**

1466D

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

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees  
[Cyanic's solution](#)

**65.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[Cyanic's solution](#)

**66.**

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[Cyanic's solution](#)

**67.**

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[Cyanic's solution](#)

**68.**

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation  
[Cyanic's solution](#)

**69.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,348 global accepts · Rating: 1500 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[Cyanic's solution](#)

**70.**

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[Cyanic's solution](#)

**71.**

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[Cyanic's solution](#)

**72.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[Cyanic's solution](#)

**73.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers  
[Cyanic's solution](#)

**74.**

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs  
[Cyanic's solution](#)

**75.**

1158A

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

Quality: 8,339 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Cyanic's solution](#)

**76.**

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Cyanic's solution](#)

**77.**

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Cyanic's solution](#)

**78.**

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,862 global accepts · Rating: 1500 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Cyanic's solution](#)

**79.**

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Cyanic's solution](#)

**80.**

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: binary search, math, number theory, two pointers

[Cyanic's solution](#)

**81.**

453A

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

Quality: 12,443 global accepts · Rating: 1600 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[Cyanic's solution](#)

**82.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,060 global accepts · Rating: 1600 · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[Cyanic's solution](#)

**83.**

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Cyanic's solution](#)

**84.**

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[Cyanic's solution](#)

- 85.**  
1349A  
[Orac and LCM](#) · [Tutorial](#)  
Quality: 21,641 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory  
[Cyanic's solution](#)
- 86.**  
1344A  
[Hilbert's Hotel](#) · [Tutorial](#)  
Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings  
[Cyanic's solution](#)
- 87.**  
1336A  
[Linova and Kingdom](#) · [Tutorial](#)  
Quality: 24,670 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees  
[Cyanic's solution](#)
- 88.**  
1305C  
[Kuroni and Impossible Calculation](#) · [Tutorial](#)  
Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory  
[Cyanic's solution](#)
- 89.**  
1028C  
[Rectangles](#) · [Tutorial](#)  
Quality: 5,052 global accepts · Rating: 1600 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings  
[Cyanic's solution](#)
- 90.**  
1290A  
[Mind Control](#) · [Tutorial](#)  
Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation  
[Cyanic's solution](#)
- 91.**  
1261B1  
[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)  
Rating: 1600 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[Cyanic's solution](#)
- 92.**  
1246A  
[p-binary](#) · [Tutorial](#)  
Rating: 1600 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math  
[Cyanic's solution](#)
- 93.**  
1240A  
[Save the Nature](#) · [Tutorial](#)  
Rating: 1600 · first AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings  
[Cyanic's solution](#)
- 94.**  
1188A1  
[Add on a Tree](#) · [Tutorial](#)  
Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-08-28 · C++14 (GCC 6-32) (first AC) · Tags: trees  
[Cyanic's solution](#)
- 95.**  
1148B  
[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers  
[Cyanic's solution](#)

**96.**

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Cyanic's solution](#)

**97.**

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Cyanic's solution](#)

**98.**

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[Cyanic's solution](#)

**99.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Cyanic's solution](#)

**100.**

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Cyanic's solution](#)

**101.**

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Cyanic's solution](#)

**102.**

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[Cyanic's solution](#)

**103.**

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Cyanic's solution](#)

**104.**

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,758 global accepts · Rating: 1600 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Cyanic's solution](#)

**105.**

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[Cyanic's solution](#)

**106.**

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,926 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[Cyanic's solution](#)

**107.**

207A1

[Beaver's Calculator 1.0](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 1600 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Cyanic's solution](#)

**108.**

207B1

[Military Trainings](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 1600 · first AC: 2018-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**109.**

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Cyanic's solution](#)

**110.**

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[Cyanic's solution](#)

**111.**

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Cyanic's solution](#)

**112.**

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Cyanic's solution](#)

**113.**

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[Cyanic's solution](#)

**114.**

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Cyanic's solution](#)

**115.**

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Cyanic's solution](#)

**116.**

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Cyanic's solution](#)

**117.**

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Cyanic's solution](#)

**118.**

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Cyanic's solution](#)

**119.**

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[Cyanic's solution](#)

**120.**

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[Cyanic's solution](#)

**121.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Cyanic's solution](#)

**122.**

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Cyanic's solution](#)

**123.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Cyanic's solution](#)

**124.**

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Cyanic's solution](#)

**125.**

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[Cyanic's solution](#)

**126.**

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Cyanic's solution](#)

**127.**

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Cyanic's solution](#)

**128.**

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Cyanic's solution](#)

**129.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[Cyanic's solution](#)

**130.**

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2018-01-26 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Cyanic's solution](#)

**131.**

207B3

[Military Trainings](#) · [Tutorial](#)

Quality: 214 global accepts · Rating: 1700 · first AC: 2018-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**132.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Cyanic's solution](#)

**133.**

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[Cyanic's solution](#)

**134.**

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Cyanic's solution](#)

**135.**

482B

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

Quality: 7,732 global accepts · Rating: 1800 · first AC: 2020-08-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, trees

[Cyanic's solution](#)

**136.**

434A

[Ryouko's Memory Note](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Cyanic's solution](#)

**137.**

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Cyanic's solution](#)

**138.**

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Cyanic's solution](#)

**139.**

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Cyanic's solution](#)

**140.**

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Cyanic's solution](#)

**141.**

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Cyanic's solution](#)

**142.**

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,165 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Cyanic's solution](#)

**143.**

1261B2

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

Rating: 1800 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Cyanic's solution](#)

**144.**

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[Cyanic's solution](#)

**145.**

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Cyanic's solution](#)

**146.**

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,177 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Cyanic's solution](#)

**147.**

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Cyanic's solution](#)

**148.**

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Cyanic's solution](#)

**149.**

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Cyanic's solution](#)

**150.**

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[Cyanic's solution](#)

**151.**

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[Cyanic's solution](#)

**152.**

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Cyanic's solution](#)

**153.**

207A2

[Beaver's Calculator 1.0](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 1800 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Cyanic's solution](#)

**154.**

178F1

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

Quality: 459 global accepts · Rating: 1800 · first AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**155.**

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Cyanic's solution](#)

**156.**

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[Cyanic's solution](#)

**157.**

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 1900 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: binary search, flows, graph matchings, graphs

[Cyanic's solution](#)

**158.**

687C

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

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Cyanic's solution](#)

**159.**

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy,

sortings

[Cyanic's solution](#)

**160.**

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, two pointers

[Cyanic's solution](#)

**161.**

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Cyanic's solution](#)

**162.**

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Cyanic's solution](#)

**163.**

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, sortings

[Cyanic's solution](#)

**164.**

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Cyanic's solution](#)

**165.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Cyanic's solution](#)

**166.**

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Cyanic's solution](#)

**167.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Cyanic's solution](#)

**168.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · last AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[Cyanic's solution](#)

**169.**

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation

[Cyanic's solution](#)

### 170.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Cyanic's solution](#)

### 171.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, strings

[Cyanic's solution](#)

### 172.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Cyanic's solution](#)

### 173.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing

[Cyanic's solution](#)

### 174.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

[Cyanic's solution](#)

### 175.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Cyanic's solution](#)

### 176.

207B2

[Military Trainings](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 1900 · first AC: 2018-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

### 177.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Cyanic's solution](#)

### 178.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Cyanic's solution](#)

### 179.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 2000 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Cyanic's solution](#)

**180.**

434B

[Nanami's Digital Board](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-08-01 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, implementation, two pointers

[Cyanic's solution](#)

**181.**

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Cyanic's solution](#)

**182.**

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Cyanic's solution](#)

**183.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Cyanic's solution](#)

**184.**

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Cyanic's solution](#)

**185.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Cyanic's solution](#)

**186.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Cyanic's solution](#)

**187.**

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[Cyanic's solution](#)

**188.**

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Cyanic's solution](#)

**189.**

1209E1

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

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Cyanic's solution](#)

**190.**

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[Cyanic's solution](#)

**191.**

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[Cyanic's solution](#)

**192.**

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: games

[Cyanic's solution](#)

**193.**

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Cyanic's solution](#)

**194.**

963B

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

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Cyanic's solution](#)

**195.**

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[Cyanic's solution](#)

**196.**

207A3

[Beaver's Calculator 1.0](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 2000 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Cyanic's solution](#)

**197.**

44J

[Triminoes](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2000 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Cyanic's solution](#)

**198.**

39E

[What Has Dirichlet Got to Do with That?](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Cyanic's solution](#)

**199.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Cyanic's solution](#)

**200.**

1450C1

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

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Cyanic's solution](#)

## 201.

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Cyanic's solution](#)

## 202.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, greedy, math, ternary search

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## 203.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Cyanic's solution](#)

## 204.

497C

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

Rating: 2100 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

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## 205.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

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## 206.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

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## 207.

1028D

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Quality: 1,823 global accepts · Rating: 2100 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, greedy

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## 208.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

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## 209.

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, greedy

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## 210.

464C

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

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

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**211.**

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-18 · last AC: 2019-05-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[Cyanic's solution](#)

**212.**

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[Cyanic's solution](#)

**213.**

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, matrices

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**214.**

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Cyanic's solution](#)

**215.**

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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**216.**

1477C

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

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

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**217.**

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

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**218.**

346C

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

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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**219.**

461C

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

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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**220.**

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

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**221.**

663C

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Cyanic's solution](#)

**222.**

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

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**223.**

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

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**224.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

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**225.**

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Cyanic's solution](#)

**226.**

1261D1

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

Rating: 2200 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Cyanic's solution](#)

**227.**

1261C

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

Rating: 2200 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[Cyanic's solution](#)

**228.**

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

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**229.**

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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**230.**

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[Cyanic's solution](#)

**231.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Cyanic's solution](#)

**232.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[Cyanic's solution](#)

**233.**

981E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

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**234.**

979D

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

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[Cyanic's solution](#)

**235.**

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2018-01-26 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

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**236.**

178F2

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Quality: 384 global accepts · Rating: 2200 · first AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, strings

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**237.**

120I

[Luck is in Numbers](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2200 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**238.**

76A

[Gift](#) · [Tutorial](#)

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**239.**

45G

[Prime Problem](#) · [Tutorial](#)

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**240.**

543D

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**241.**

623B

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Quality: 2,370 global accepts · Rating: 2300 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

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**242.**

713C

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

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**243.**

788C

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Quality: 2,579 global accepts · Rating: 2300 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

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**244.**

1322C

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Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

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**245.**

1314D

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Rating: 2300 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, probabilities

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**246.**

802G3

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Quality: 1,838 global accepts · Rating: 2300 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

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**247.**

311E

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Quality: 1,576 global accepts · Rating: 2300 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: flows

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**248.**

1270E

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Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

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**249.**

1276C

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Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

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**251.**

1188B

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**252.**

1172C1

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**253.**

1148E

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**254.**

1086C

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

Rating: 2300 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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**255.**

212B

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Quality: 368 global accepts · Rating: 2300 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, hashing, implementation

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**256.**

180B

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**257.**

46F

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**258.**

49E

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Quality: 798 global accepts · Rating: 2300 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

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**259.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

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**260.**

1423J

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**261.**

377D

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**262.**

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

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**263.**

354B

[Game with Strings](#) · [Tutorial](#)

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**264.**

367D

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**265.**

446C

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**266.**

542A

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**267.**

653E

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

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**268.**

744C

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**269.**

853D

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**270.**

145E

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Quality: 3,962 global accepts · Rating: 2400 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures

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**271.**

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

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**272.**

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

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**273.**

1329C

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

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

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## 274.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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## 275.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: flows, trees

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## 276.

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[Cyanic's solution](#)

## 277.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

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## 278.

1261D2

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

Rating: 2400 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math, number theory

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## 279.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

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## 280.

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[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[Cyanic's solution](#)

## 281.

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2400 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft, graphs

[Cyanic's solution](#)

## 282.

1147D

[Palindrome XOR](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Cyanic's solution](#)

## 283.

200A

[Cinema](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2018-01-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[Cyanic's solution](#)

**284.**

198E

[Gripping Story](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2400 · first AC: 2018-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings  
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**285.**

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs  
[Cyanic's solution](#)

**286.**

107D

[Crime Management](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, matrices  
[Cyanic's solution](#)

**287.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory  
[Cyanic's solution](#)

**288.**

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, graphs  
[Cyanic's solution](#)

**289.**

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings  
[Cyanic's solution](#)

**290.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures  
[Cyanic's solution](#)

**291.**

351C

[Jeff and Brackets](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2500 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices  
[Cyanic's solution](#)

**292.**

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[Cyanic's solution](#)

**293.**

438C

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

Rating: 2500 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry  
[Cyanic's solution](#)

**294.**

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[Cyanic's solution](#)

**295.**

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[Cyanic's solution](#)

**296.**

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[Cyanic's solution](#)

**297.**

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[Cyanic's solution](#)

**298.**

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[Cyanic's solution](#)

**299.**

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-04 · last AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[Cyanic's solution](#)

**300.**

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2020-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Cyanic's solution](#)

**301.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[Cyanic's solution](#)

**302.**

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[Cyanic's solution](#)

**303.**

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft

[Cyanic's solution](#)

**304.**

1209E2

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

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Cyanic's solution](#)

**305.**

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[Cyanic's solution](#)

**306.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Cyanic's solution](#)

**307.**

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Cyanic's solution](#)

**308.**

178F3

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

Quality: 484 global accepts · Rating: 2500 · first AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**309.**

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, matrices

[Cyanic's solution](#)

**310.**

101E

[Candies and Stones](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2500 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[Cyanic's solution](#)

**311.**

93D

[Flags](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[Cyanic's solution](#)

**312.**

57D

[Journey](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2500 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Cyanic's solution](#)

**313.**

67E

[Save the City!](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2500 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Cyanic's solution](#)

**314.**

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Cyanic's solution](#)

**315.**

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Cyanic's solution](#)

**316.**

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Cyanic's solution](#)

**317.**

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Cyanic's solution](#)

**318.**

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: meet-in-the-middle

[Cyanic's solution](#)

**319.**

482C

[Game with Strings](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2020-08-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[Cyanic's solution](#)

**320.**

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing

[Cyanic's solution](#)

**321.**

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp

[Cyanic's solution](#)

**322.**

1363F

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

Quality: 1,739 global accepts · Rating: 2600 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Cyanic's solution](#)

**323.**

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[Cyanic's solution](#)

**324.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[Cyanic's solution](#)

**325.**

1178F2

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

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Cyanic's solution](#)

**326.**

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[Cyanic's solution](#)

**327.**

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Cyanic's solution](#)

**328.**

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, greedy

[Cyanic's solution](#)

**329.**

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[Cyanic's solution](#)

**330.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Cyanic's solution](#)

**331.**

528C

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

Rating: 2600 · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Cyanic's solution](#)

**332.**

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Cyanic's solution](#)

**333.**

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Cyanic's solution](#)

**334.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Cyanic's solution](#)

**335.**

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Cyanic's solution](#)

**336.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Cyanic's solution](#)

**337.**

1071C

[Triple Flips](#) · [Tutorial](#)

Quality: 2600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Cyanic's solution](#)

**338.**

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Cyanic's solution](#)

**339.**

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory

[Cyanic's solution](#)

**340.**

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Cyanic's solution](#)

**341.**

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2018-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics

[Cyanic's solution](#)

**342.**

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Cyanic's solution](#)

**343.**

140F

[New Year Snowflake](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[Cyanic's solution](#)

**344.**

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, expression parsing

[Cyanic's solution](#)

**345.**

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Cyanic's solution](#)

**346.**

36E

[Two Paths](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2600 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation

[Cyanic's solution](#)

**347.**

30D

[King's Problem?](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2600 · first AC: 2018-01-15 · last AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy

[Cyanic's solution](#)

**348.**

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Cyanic's solution](#)

**349.**

8D

[Two Friends](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2600 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[Cyanic's solution](#)

**350.**

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, expression parsing, implementation

[Cyanic's solution](#)

**351.**

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: math

[Cyanic's solution](#)

**352.**

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[Cyanic's solution](#)

**353.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Cyanic's solution](#)

**354.**

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[Cyanic's solution](#)

**355.**

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Cyanic's solution](#)

**356.**

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[Cyanic's solution](#)

**357.**

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing

[Cyanic's solution](#)

**358.**

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Cyanic's solution](#)

**359.**

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees  
[Cyanic's solution](#)

**360.**

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[Cyanic's solution](#)

**361.**

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees  
[Cyanic's solution](#)

**362.**

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees  
[Cyanic's solution](#)

**363.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees  
[Cyanic's solution](#)

**364.**

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, sortings  
[Cyanic's solution](#)

**365.**

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,139 global accepts · Rating: 2700 · first AC: 2020-01-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[Cyanic's solution](#)

**366.**

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[Cyanic's solution](#)

**367.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry  
[Cyanic's solution](#)

**368.**

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-01-24 · last AC: 2020-01-24 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings  
[Cyanic's solution](#)

**369.**

871D

[Paths](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-01-21 · C++14 (GCC 6-32) (first AC) · Tags: number theory, sortings

[Cyanic's solution](#)

**370.**

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2020-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Cyanic's solution](#)

**371.**

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2020-01-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Cyanic's solution](#)

**372.**

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-01-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Cyanic's solution](#)

**373.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Cyanic's solution](#)

**374.**

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[Cyanic's solution](#)

**375.**

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths

[Cyanic's solution](#)

**376.**

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Cyanic's solution](#)

**377.**

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2019-10-21 · last AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[Cyanic's solution](#)

**378.**

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Cyanic's solution](#)

**379.**

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-09-24 · last AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[Cyanic's solution](#)

**380.**

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Cyanic's solution](#)

**381.**

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[Cyanic's solution](#)

**382.**

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[Cyanic's solution](#)

**383.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Cyanic's solution](#)

**384.**

183D

[T-shirt](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2700 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, probabilities

[Cyanic's solution](#)

**385.**

132E

[Bits of merry old England](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Cyanic's solution](#)

**386.**

113D

[Museum](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2700 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, probabilities

[Cyanic's solution](#)

**387.**

191D

[Metro Scheme](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[Cyanic's solution](#)

**388.**

81E

[Pairs](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Cyanic's solution](#)

**389.**

70E

[Information Reform](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2700 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees

[Cyanic's solution](#)

**390.**

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Cyanic's solution](#)

**391.**

1434D

[Roads and Ramen](#) · [Tutorial](#)

Quality: 2800 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Cyanic's solution](#)

**392.**

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[Cyanic's solution](#)

**393.**

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Cyanic's solution](#)

**394.**

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, trees

[Cyanic's solution](#)

**395.**

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Cyanic's solution](#)

**396.**

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[Cyanic's solution](#)

**397.**

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, fft, math

[Cyanic's solution](#)

**398.**

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2020-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Cyanic's solution](#)

**399.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[Cyanic's solution](#)

**400.**

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities

[Cyanic's solution](#)

**401.**

838F

[Expected Earnings](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 2800 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**402.**

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Cyanic's solution](#)

**403.**

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Cyanic's solution](#)

**404.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Cyanic's solution](#)

**405.**

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[Cyanic's solution](#)

**406.**

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Cyanic's solution](#)

**407.**

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2019-10-21 · last AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Cyanic's solution](#)

**408.**

575E

[Spectator Riots](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2800 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Cyanic's solution](#)

**409.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Cyanic's solution](#)

**410.**

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2019-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, trees

[Cyanic's solution](#)

**411.**

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Cyanic's solution](#)

**412.**

196D

[The Next Good String](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2800 · first AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, strings

[Cyanic's solution](#)

**413.**

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Cyanic's solution](#)

**414.**

217E

[Alien DNA](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2800 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[Cyanic's solution](#)

**415.**

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Cyanic's solution](#)

**416.**

79D

[Password](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2800 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[Cyanic's solution](#)

**417.**

77E

[Martian Food](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Cyanic's solution](#)

**418.**

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Cyanic's solution](#)

**419.**

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[Cyanic's solution](#)

**420.**

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Cyanic's solution](#)

**421.**

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Cyanic's solution](#)

**422.**

815E

[Karen and Neighborhood](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 2900 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation

[Cyanic's solution](#)

**423.**

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Cyanic's solution](#)

**424.**

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Cyanic's solution](#)

**425.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Cyanic's solution](#)

**426.**

497E

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

Quality: 317 global accepts · Rating: 2900 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Cyanic's solution](#)

**427.**

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs

[Cyanic's solution](#)

**428.**

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2900 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Cyanic's solution](#)

**429.**

1314E

[Strange Function](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Cyanic's solution](#)

**430.**

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy

[Cyanic's solution](#)

**431.**

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows

[Cyanic's solution](#)

**432.**

932G

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

Quality: 1,182 global accepts · Rating: 2900 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[Cyanic's solution](#)

**433.**

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[Cyanic's solution](#)

**434.**

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, flows, graphs

[Cyanic's solution](#)

**435.**

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2020-01-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[Cyanic's solution](#)

**436.**

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Cyanic's solution](#)

**437.**

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2019-11-07 · last AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Cyanic's solution](#)

**438.**

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: flows

[Cyanic's solution](#)

**439.**

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: geometry, two pointers

[Cyanic's solution](#)

**440.**

674F

[Bears and Juice](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, meet-in-the-middle

[Cyanic's solution](#)

**441.**

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Cyanic's solution](#)

**442.**

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, math

[Cyanic's solution](#)

**443.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2019-10-23 · last AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Cyanic's solution](#)

**444.**

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-10-22 · last AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Cyanic's solution](#)

**445.**

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Cyanic's solution](#)

**446.**

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Cyanic's solution](#)

**447.**

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, probabilities

[Cyanic's solution](#)

**448.**

163D

[Large Refrigerator](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Cyanic's solution](#)

**449.**

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Cyanic's solution](#)

**450.**

217D

[Bitonix' Patrol](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 2900 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, math

[Cyanic's solution](#)

**451.**

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[Cyanic's solution](#)

**452.**

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Cyanic's solution](#)

**453.**

1423I

[Lookup Tables](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3000 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: bitmasks

[Cyanic's solution](#)

**454.**

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[Cyanic's solution](#)

**455.**

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[Cyanic's solution](#)

**456.**

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers

[Cyanic's solution](#)

**457.**

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Cyanic's solution](#)

**458.**

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy

[Cyanic's solution](#)

**459.**

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[Cyanic's solution](#)

**460.**

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive

[Cyanic's solution](#)

**461.**

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[Cyanic's solution](#)

**462.**

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

[Cyanic's solution](#)

**463.**

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[Cyanic's solution](#)

**464.**

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Cyanic's solution](#)

**465.**

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2020-01-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[Cyanic's solution](#)

**466.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Cyanic's solution](#)

**467.**

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Cyanic's solution](#)

**468.**

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2020-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[Cyanic's solution](#)

**469.**

790D

[Bear and Rectangle Strips](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Cyanic's solution](#)

**470.**

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Cyanic's solution](#)

**471.**

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2019-11-03 · last AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Cyanic's solution](#)

**472.**

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[Cyanic's solution](#)

**473.**

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, strings

[Cyanic's solution](#)

**474.**

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2019-10-29 · last AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[Cyanic's solution](#)

**475.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Cyanic's solution](#)

**476.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2019-10-28 · last AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[Cyanic's solution](#)

**477.**

634F

[Orchestra](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[Cyanic's solution](#)

**478.**

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, expression parsing

[Cyanic's solution](#)

**479.**

1161E

[Rainbow Coins](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[Cyanic's solution](#)

**480.**

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[Cyanic's solution](#)

**481.**

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 3000 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Cyanic's solution](#)

**482.**

329E

[Evil](#) · [Tutorial](#)

Quality: 183 global accepts · Rating: 3100 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[Cyanic's solution](#)

**483.**

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[Cyanic's solution](#)

**484.**

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, math

[Cyanic's solution](#)

**485.**

1329D

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

Quality: 536 global accepts · Rating: 3100 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Cyanic's solution](#)

**486.**

1120F

[Secret Letters](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 3100 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Cyanic's solution](#)

**487.**

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Cyanic's solution](#)

**488.**

947E

[Perpetual Subtraction](#) · [Tutorial](#)

Rating: 3100 · first AC: 2020-02-03 · last AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, matrices

[Cyanic's solution](#)

**489.**

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[Cyanic's solution](#)

**490.**

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices, probabilities

[Cyanic's solution](#)

**491.**

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[Cyanic's solution](#)

**492.**

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, trees

[Cyanic's solution](#)

**493.**

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[Cyanic's solution](#)

**494.**

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2020-01-16 · last AC: 2020-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Cyanic's solution](#)

**495.**

730F

[Ber Patio](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: 3100 · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**496.**

720C

[Homework](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3100 · first AC: 2020-01-12 · last AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Cyanic's solution](#)

**497.**

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[Cyanic's solution](#)

**498.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2019-11-05 · last AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Cyanic's solution](#)

**499.**

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[Cyanic's solution](#)

**500.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Cyanic's solution](#)

**501.**

516E

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Cyanic's solution](#)

**502.**

679E

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

Quality: 820 global accepts · Rating: 3100 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Cyanic's solution](#)

**503.**

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, binary search

[Cyanic's solution](#)

**504.**

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Cyanic's solution](#)

**505.**

164D

[Minimum Diameter](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3100 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force

[Cyanic's solution](#)

**506.**

956F

[Minimal Subset Difference](#) · [Tutorial](#)

Rating: 3200 · first AC: 2020-01-21 · last AC: 2021-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Cyanic's solution](#)

**507.**

1209G2

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

Quality: 528 global accepts · Rating: 3200 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Cyanic's solution](#)

**508.**

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu,

greedy, trees

[Cyanic's solution](#)

**509.**

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[Cyanic's solution](#)

**510.**

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures

[Cyanic's solution](#)

**511.**

1056H

[Detect Robots](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 3200 · first AC: 2020-03-31 · last AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[Cyanic's solution](#)

**512.**

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2020-03-29 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[Cyanic's solution](#)

**513.**

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[Cyanic's solution](#)

**514.**

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs

[Cyanic's solution](#)

**515.**

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: games

[Cyanic's solution](#)

**516.**

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2020-03-05 · Python 3 (first AC) · Tags: interactive, math, number theory

[Cyanic's solution](#)

**517.**

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Cyanic's solution](#)

**518.**

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Cyanic's solution](#)

**519.**

913G

[Power Substring](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3200 · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Cyanic's solution](#)

**520.**

933E

[A Preponderant Reunion](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[Cyanic's solution](#)

**521.**

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2020-01-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[Cyanic's solution](#)

**522.**

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[Cyanic's solution](#)

**523.**

800E

[Verifying Kingdom](#) · [Tutorial](#)

Rating: 3200 · first AC: 2020-01-15 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, interactive

[Cyanic's solution](#)

**524.**

756E

[Byteland coins](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3200 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Cyanic's solution](#)

**525.**

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[Cyanic's solution](#)

**526.**

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[Cyanic's solution](#)

**527.**

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2019-11-13 · last AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs

[Cyanic's solution](#)

**528.**

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[Cyanic's solution](#)

**529.**

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[Cyanic's solution](#)

**530.**

674G

[Choosing Ads](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**531.**

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: matrices, trees

[Cyanic's solution](#)

**532.**

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2019-10-30 · last AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, trees

[Cyanic's solution](#)

**533.**

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, strings

[Cyanic's solution](#)

**534.**

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2019-10-22 · last AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, graphs, math, probabilities

[Cyanic's solution](#)

**535.**

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[Cyanic's solution](#)

**536.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Cyanic's solution](#)

**537.**

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[Cyanic's solution](#)

**538.**

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Cyanic's solution](#)

**539.**

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[Cyanic's solution](#)

**540.**

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Cyanic's solution](#)

**541.**

718E

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

Quality: 430 global accepts · Rating: 3300 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs

[Cyanic's solution](#)

**542.**

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, string suffix structures

[Cyanic's solution](#)

**543.**

866E

[Hex Dyslexia](#) · [Tutorial](#)

Rating: 3300 · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Cyanic's solution](#)

**544.**

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Cyanic's solution](#)

**545.**

868G

[El Toll Caves](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[Cyanic's solution](#)

**546.**

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[Cyanic's solution](#)

**547.**

1266G

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

Quality: 139 global accepts · Rating: 3300 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[Cyanic's solution](#)

**548.**

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2020-01-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory, shortest paths

[Cyanic's solution](#)

**549.**

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Cyanic's solution](#)

**550.**

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Cyanic's solution](#)

**551.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings  
[Cyanic's solution](#)

**552.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[Cyanic's solution](#)

**553.**

696F

[...Dary!](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, two pointers  
[Cyanic's solution](#)

**554.**

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory  
[Cyanic's solution](#)

**555.**

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2019-10-30 · last AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry  
[Cyanic's solution](#)

**556.**

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees  
[Cyanic's solution](#)

**557.**

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, trees  
[Cyanic's solution](#)

**558.**

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees  
[Cyanic's solution](#)

**559.**

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[Cyanic's solution](#)

**560.**

715E

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

Quality: 454 global accepts · Rating: 3400 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math  
[Cyanic's solution](#)

**561.**

1012F

[Passports](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3400 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[Cyanic's solution](#)

**562.**

1039E

[Summer Oenothera Exhibition](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3400 · first AC: 2020-02-28 · last AC: 2020-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[Cyanic's solution](#)

**563.**

1205F

[Beauty of a Permutation](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3400 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[Cyanic's solution](#)

**564.**

1242D

[Number Discovery](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: math  
[Cyanic's solution](#)

**565.**

913H

[Don't Exceed](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3400 · first AC: 2020-01-27 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities  
[Cyanic's solution](#)

**566.**

848E

[Days of Floral Colours](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 3400 · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math  
[Cyanic's solution](#)

**567.**

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 3400 · first AC: 2020-01-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths  
[Cyanic's solution](#)

**568.**

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2020-01-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[Cyanic's solution](#)

**569.**

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[Cyanic's solution](#)

**570.**

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, trees  
[Cyanic's solution](#)

**571.**

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3500 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[Cyanic's solution](#)

**572.**

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[Cyanic's solution](#)

**573.**

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Cyanic's solution](#)

**574.**

1054H

[Epic Convolution](#) · [Tutorial](#)

Quality: 212 global accepts · Rating: 3500 · first AC: 2020-03-06 · last AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math, number theory

[Cyanic's solution](#)

**575.**

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3500 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Cyanic's solution](#)

**576.**

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2020-03-08 · last AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, fft, math

[Cyanic's solution](#)

**577.**

1229F

[Mateusz and Escape Room](#) · [Tutorial](#)

Rating: 3500 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Cyanic's solution](#)

**578.**

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Cyanic's solution](#)

**579.**

1071E

[Rain Protection](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3500 · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[Cyanic's solution](#)

**580.**

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2019-05-22 · last AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Cyanic's solution](#)

**581.**

104090E

[Oscar is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Cyanic's solution](#)

**582.**

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Cyanic's solution](#)

**583.**

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Cyanic's solution](#)

**584.**

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Cyanic's solution](#)

**585.**

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Cyanic's solution](#)

**586.**

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Cyanic's solution](#)

**587.**

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Cyanic's solution](#)

**588.**

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Cyanic's solution](#)

**589.**

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Cyanic's solution](#)

**590.**

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Cyanic's solution](#)

**591.**

102832D

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

Rating: — · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Cyanic's solution](#)

**592.**

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Cyanic's solution](#)

**593.**

101142E

[Easy Reading](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Cyanic's solution](#)

**594.**

101239E

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

Rating: — · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**595.**

100851D

[Distance on Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**596.**

101142D

[Digital Addition](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**597.**

100531H

[Hiking in the Hills](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**598.**

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: —

[Cyanic's solution](#)

**599.**

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: —

[Cyanic's solution](#)

**600.**

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: —

[Cyanic's solution](#)

**601.**

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: —

[Cyanic's solution](#)

**602.**

100543J

[Pork barrel](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: —

[Cyanic's solution](#)

**603.**

102482C

[Conquer the World](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: —

[Cyanic's solution](#)

**604.**

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: —

[Cyanic's solution](#)

**605.**

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: —

[Cyanic's solution](#)

**606.**

101173G

[Geohash Grid](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: —

[Cyanic's solution](#)

**607.**

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: —

[Cyanic's solution](#)

**608.**

101471A

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

Rating: — · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: —

[Cyanic's solution](#)

**609.**

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: —

[Cyanic's solution](#)

**610.**

101612C

[Consonant Fencity](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: —

[Cyanic's solution](#)

**611.**

100801G

[Graph](#) · [Tutorial](#)

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

[Cyanic's solution](#)

**612.**

101242K

[String Theory](#) · [Tutorial](#)

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

[Cyanic's solution](#)

**613.**

101480I

[Ice Igloos](#) · [Tutorial](#)

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

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**614.**

101221K

[Surveillance](#) · [Tutorial](#)

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

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**615.**

101630G

[The Great Wall](#) · [Tutorial](#)

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

[Cyanic's solution](#)

**616.**

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**617.**

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**618.**

101630K

[Knapsack Cryptosystem](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**619.**

100307I

[Interactive Interception](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**620.**

100553E

[Epic Win!](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**621.**

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**622.**

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**623.**

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**624.**

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**625.**

101480J

[Juice Junctions](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**626.**

101612F

[Fygon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**627.**

101620B

[Buffalo Barricades](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**628.**

101620K

[Kitchen Knobs](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-19 · last AC: 2020-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**629.**

101173B

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

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**630.**

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**631.**

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**632.**

100299C

[Magical GCD](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**633.**

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**634.**

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**635.**

100543B

[Mountainous landscape](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**636.**

100543A

[Parades](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**637.**

100543L

[Outer space invaders](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**638.**

100543E

[Can't stop playing](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Cyanic's solution](#)

**639.**

100543K

[The Imp](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Cyanic's solution](#)

**640.**

101612H

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

Rating: — · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: —

[Cyanic's solution](#)

**641.**

100299H

[Chain & Co.](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**642.**

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**643.**

101480E

[Export Estimate](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**644.**

101173E

[Easy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**645.**

100299E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**646.**

102511K

[Traffic Blights](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · last AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Cyanic's solution](#)

**647.**

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**648.**

101620D

[Donut Drone](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-19 · last AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**649.**

102511B

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

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**650.**

101480F

[Frightful Formula](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Cyanic's solution](#)

**651.**

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Cyanic's solution](#)

**652.**

101620L

[Lunar Landscape](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-19 · last AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**653.**

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Cyanic's solution](#)

**654.**

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Cyanic's solution](#)

**655.**

100531F

[Fragmentation](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Cyanic's solution](#)

**656.**

100307G

[Green Energy](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**657.**

100531K

[Kebab House](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**658.**

102511F

[Directing Rainfall](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**659.**

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**660.**

100307C

[Cactus Automorphisms](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**661.**

100801I

[Insider's Information](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**662.**

102759A

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

Rating: — · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**663.**

102759F

[Interval Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**664.**

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**665.**

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**666.**

102759E

[Chemistry](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**667.**

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**668.**

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**669.**

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Cyanic's solution](#)

**670.**

102501E

[Pixels](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**671.**

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**672.**

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**673.**

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**674.**

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**675.**

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**676.**

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**677.**

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**678.**

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**679.**

101821B

[LIS vs. LDS](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**680.**

101821C

[Eat And Walk](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**681.**

101821D

[Search Engine](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**682.**

102331H

[Honorable Mention](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**683.**

101397D

[Acute Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**684.**

101397B

[New Keyboard](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**685.**

101397A

[Small Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**686.**

101438A

[Shifts](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**687.**

101438C

[Recursive Generator](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**688.**

101438B

[Number as a Gift](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**689.**

101438E

[Manhattan Walk](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**690.**

102412J

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

Rating: — · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**691.**

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-21 · last AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**692.**

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-21 · last AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**693.**

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-21 · last AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**694.**

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-20 · last AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**695.**

102586D

[Xor Sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**696.**

102586B

[Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**697.**

102586J

[Median Replace Hard](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**698.**

102586L

[Yosupo's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-22 · last AC: 2020-04-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**699.**

102586C

[Sum Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**700.**

102268H

[Hall's Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Cyanic's solution](#)

**701.**

102538A

[Airplane Cliques](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**702.**

102538J

[Just Counting](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-28 · last AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**703.**

102538I

[Ignore Submasks](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-28 · last AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**704.**

102538H

[Horrible Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**705.**

102538F

[Farm of Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-28 · last AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**706.**

102538E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-28 · last AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**707.**

102538D

[Disjoint LIS](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**708.**

102538C

[Cells Blocking](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**709.**

102538B

[Best Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-28 · last AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**710.**

102538G

[Giant Penguin](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**711.**

102341F

[Flaaffy](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**712.**

102341B

[Bulbasaur](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-05 · last AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**713.**

102114C

[Call It What You Want](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**714.**

102059B

[Dev, Please Add This!](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**715.**

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**716.**

102028G

[Shortest Paths on Random Forests](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**717.**

102155I

[\$\\$leq\\$\$  or  \$\\$geq\\$\$](#)  · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**718.**

102155B

[Short Random Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**719.**

102155J

[Stairways](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**720.**

102129I

[Incomparable Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**721.**

102253D

[Division Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**722.**

102055J

[Mr. Panda and Sequence Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**723.**

102201G

[Good Set](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**724.**

102201H

[Hard To Explain](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**725.**

102201I

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

Rating: — · first AC: 2020-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**726.**

102431G

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-10 · last AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**727.**

102431H

[Mr. Panda and SAD](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**728.**

102431E

[Non-Maximum Suppression](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Cyanic's solution](#)

**729.**

102431I

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**746.**

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**747.**

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**752.**

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**761.**

102055B

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