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# Unique solved — DDUDUDDUDU

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Count: 486

- 1.**  
2035A  
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Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[DDUDUDDUDU's solution](#)
- 2.**  
1997A  
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Quality: 33,435 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings  
[DDUDUDDUDU's solution](#)
- 3.**  
1994A  
[Diverse Game](#) · [Tutorial](#)  
Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[DDUDUDDUDU's solution](#)
- 4.**  
1978B  
[New Bakery](#) · [Tutorial](#)  
Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search  
[DDUDUDDUDU's solution](#)
- 5.**  
1978A  
[Alice and Books](#) · [Tutorial](#)  
Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[DDUDUDDUDU's solution](#)
- 6.**  
1982A  
[Soccer](#) · [Tutorial](#)  
Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings  
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- 7.**  
1983A  
[Array Divisibility](#) · [Tutorial](#)  
Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
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- 8.**  
1987A  
[Upload More RAM](#) · [Tutorial](#)  
Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
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- 9.**  
1919B  
[Plus-Minus Split](#) · [Tutorial](#)  
Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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**10.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

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**11.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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**12.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,390 global accepts · Rating: 800 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings

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**13.**

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

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**14.**

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

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**15.**

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,480 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**16.**

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,976 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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**17.**

1805A

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Quality: 41,959 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

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**18.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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**19.**

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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- 20.**  
1806A  
[Walking Master](#) · [Tutorial](#)  
Quality: 43,485 global accepts · Rating: 800 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math  
[DDUDUDDUDU's solution](#)
- 21.**  
1789B  
[Serval and Inversion Magic](#) · [Tutorial](#)  
Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings, two pointers  
[DDUDUDDUDU's solution](#)
- 22.**  
1789A  
[Serval and Mocha's Array](#) · [Tutorial](#)  
Quality: 33,014 global accepts · Rating: 800 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[DDUDUDDUDU's solution](#)
- 23.**  
1788A  
[One and Two](#) · [Tutorial](#)  
Quality: 53,044 global accepts · Rating: 800 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[DDUDUDDUDU's solution](#)
- 24.**  
1697A  
[Parkway Walk](#) · [Tutorial](#)  
Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[DDUDUDDUDU's solution](#)
- 25.**  
1691A  
[Beat The Odds](#) · [Tutorial](#)  
Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[DDUDUDDUDU's solution](#)
- 26.**  
1672B  
[I love AAAB](#) · [Tutorial](#)  
Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[DDUDUDDUDU's solution](#)
- 27.**  
1672A  
[Log Chopping](#) · [Tutorial](#)  
Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, math  
[DDUDUDDUDU's solution](#)
- 28.**  
1658B  
[Marin and Anti-coprime Permutation](#) · [Tutorial](#)  
Quality: 19,546 global accepts · Rating: 800 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory  
[DDUDUDDUDU's solution](#)
- 29.**  
1658A  
[Marin and Photoshoot](#) · [Tutorial](#)  
Quality: 20,908 global accepts · Rating: 800 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math  
[DDUDUDDUDU's solution](#)
- 30.**  
1656A  
[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[DDUDUDDUDU's solution](#)

**31.**

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,779 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: strings

[DDUDUDDUDU's solution](#)

**32.**

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[DDUDUDDUDU's solution](#)

**33.**

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

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**34.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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**35.**

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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**36.**

1257A

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

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**37.**

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

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**38.**

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

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**39.**

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,385 global accepts · Rating: 800 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: math

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**40.**

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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41.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings  
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42.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[DDUDUDDUDU's solution](#)

43.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[DDUDUDDUDU's solution](#)

44.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[DDUDUDDUDU's solution](#)

45.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
[DDUDUDDUDU's solution](#)

46.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[DDUDUDDUDU's solution](#)

47.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,813 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
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48.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[DDUDUDDUDU's solution](#)

49.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,635 global accepts · Rating: 800 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[DDUDUDDUDU's solution](#)

50.

1087A

[Right-Left Cipher](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[DDUDUDDUDU's solution](#)

51.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: math  
[DDUDUDDUDU's solution](#)

52.

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms  
[DDUDUDDUDU's solution](#)

53.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 800 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[DDUDUDDUDU's solution](#)

54.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: implementation, math  
[DDUDUDDUDU's solution](#)

55.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: implementation, strings  
[DDUDUDDUDU's solution](#)

56.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[DDUDUDDUDU's solution](#)

57.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings  
[DDUDUDDUDU's solution](#)

58.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[DDUDUDDUDU's solution](#)

59.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math  
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60.

1896B

[AB Flipping](#) · [Tutorial](#)

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61.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings  
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62.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

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**63.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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**64.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,117 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**65.**

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,907 global accepts · Rating: 900 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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**66.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**67.**

1238A

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

Quality: 28,069 global accepts · Rating: 900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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**68.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[DDUDUDDUDU's solution](#)

**69.**

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[DDUDUDDUDU's solution](#)

**70.**

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**71.**

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,864 global accepts · Rating: 900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**72.**

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,010 global accepts · Rating: 900 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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**73.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math

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**74.**

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,917 global accepts · Rating: 900 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

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**75.**

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 900 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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**76.**

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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**77.**

1987B

[K-Sort](#) · [Tutorial](#)

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

[DDUDUDDUDU's solution](#)

**78.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[DDUDUDDUDU's solution](#)

**79.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,324 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[DDUDUDDUDU's solution](#)

**80.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[DDUDUDDUDU's solution](#)

**81.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[DDUDUDDUDU's solution](#)

**82.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[DDUDUDDUDU's solution](#)

**83.**

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math

[DDUDUDDUDU's solution](#)

**84.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math

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**85.**

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

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**86.**

1237A

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

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[DDUDUDDUDU's solution](#)

**87.**

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[DDUDUDDUDU's solution](#)

**88.**

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[DDUDUDDUDU's solution](#)

**89.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,581 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[DDUDUDDUDU's solution](#)

**90.**

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[DDUDUDDUDU's solution](#)

**91.**

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1000 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**92.**

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[DDUDUDDUDU's solution](#)

**93.**

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[DDUDUDDUDU's solution](#)

**94.**

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[DDUDUDDUDU's solution](#)

**95.**

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: implementation, sortings

[DDUDUDDUDU's solution](#)

**96.**

1051B

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

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[DDUDUDDUDU's solution](#)

**97.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[DDUDUDDUDU's solution](#)

**98.**

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[DDUDUDDUDU's solution](#)

**99.**

1994B

[Fun Game](#) · [Tutorial](#)

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

[DDUDUDDUDU's solution](#)

**100.**

1797B

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

Quality: 24,623 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[DDUDUDDUDU's solution](#)

**101.**

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[DDUDUDDUDU's solution](#)

**102.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,037 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[DDUDUDDUDU's solution](#)

**103.**

1656B

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

Quality: 26,812 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[DDUDUDDUDU's solution](#)

**104.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[DDUDUDDUDU's solution](#)

**105.**

1132A

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

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[DDUDUDDUDU's solution](#)

**106.**

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[DDUDUDDUDU's solution](#)

**107.**

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[DDUDUDDUDU's solution](#)

**108.**

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[DDUDUDDUDU's solution](#)

**109.**

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math  
[DDUDUDDUDU's solution](#)

**110.**

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**111.**

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,081 global accepts · Rating: 1100 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: binary search, implementation  
[DDUDUDDUDU's solution](#)

**112.**

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[DDUDUDDUDU's solution](#)

**113.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[DDUDUDDUDU's solution](#)

**114.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers  
[DDUDUDDUDU's solution](#)

**115.**

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math,

number theory

[DDUDUDDUDU's solution](#)

**116.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[DDUDUDDUDU's solution](#)

**117.**

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[DDUDUDDUDU's solution](#)

**118.**

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,676 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[DDUDUDDUDU's solution](#)

**119.**

1656C

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

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

[DDUDUDDUDU's solution](#)

**120.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[DDUDUDDUDU's solution](#)

**121.**

1305B

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

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

[DDUDUDDUDU's solution](#)

**122.**

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[DDUDUDDUDU's solution](#)

**123.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[DDUDUDDUDU's solution](#)

**124.**

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[DDUDUDDUDU's solution](#)

**125.**

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[DDUDUDDUDU's solution](#)

**126.**

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[DDUDUDDUDU's solution](#)

**127.**

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[DDUDUDDUDU's solution](#)

**128.**

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[DDUDUDDUDU's solution](#)

**129.**

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[DDUDUDDUDU's solution](#)

**130.**

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[DDUDUDDUDU's solution](#)

**131.**

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,851 global accepts · Rating: 1200 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math  
[DDUDUDDUDU's solution](#)

**132.**

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,427 global accepts · Rating: 1200 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[DDUDUDDUDU's solution](#)

**133.**

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,965 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp  
[DDUDUDDUDU's solution](#)

**134.**

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation  
[DDUDUDDUDU's solution](#)

**135.**

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: implementation, math  
[DDUDUDDUDU's solution](#)

**136.**

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: greedy, implementation, strings  
[DDUDUDDUDU's solution](#)

**137.**

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,152 global accepts · Rating: 1200 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, implementation  
[DDUDUDDUDU's solution](#)

**138.**

2023A

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

Quality: 16,572 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[DDUDUDDUDU's solution](#)

**139.**

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,297 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[DDUDUDDUDU's solution](#)

**140.**

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math  
[DDUDUDDUDU's solution](#)

**141.**

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[DDUDUDDUDU's solution](#)

**142.**

1815A

[Ivan and Array Sorting](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[DDUDUDDUDU's solution](#)

**143.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[DDUDUDDUDU's solution](#)

**144.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[DDUDUDDUDU's solution](#)

**145.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[DDUDUDDUDU's solution](#)

**146.**

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[DDUDUDDUDU's solution](#)

**147.**

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  
[DDUDUDDUDU's solution](#)

**148.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math  
[DDUDUDDUDU's solution](#)

**149.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,786 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers  
[DDUDUDDUDU's solution](#)

**150.**

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,917 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[DDUDUDDUDU's solution](#)

**151.**

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  
[DDUDUDDUDU's solution](#)

**152.**

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[DDUDUDDUDU's solution](#)

**153.**

1182B

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

Quality: 12,003 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings  
[DDUDUDDUDU's solution](#)

**154.**

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers  
[DDUDUDDUDU's solution](#)

**155.**

1096B

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

Quality: 11,685 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings  
[DDUDUDDUDU's solution](#)

**156.**

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: greedy  
[DDUDUDDUDU's solution](#)

**157.**

1065B

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

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs  
[DDUDUDDUDU's solution](#)

**158.**

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,814 global accepts · Rating: 1300 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: greedy, sortings  
[DDUDUDDUDU's solution](#)

**159.**

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive  
[DDUDUDDUDU's solution](#)

**160.**

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math  
[DDUDUDDUDU's solution](#)

**161.**

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation  
[DDUDUDDUDU's solution](#)

**162.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy  
[DDUDUDDUDU's solution](#)

**163.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings  
[DDUDUDDUDU's solution](#)

**164.**

1893A

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

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

**165.**

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math  
[DDUDUDDUDU's solution](#)

**166.**

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers  
[DDUDUDDUDU's solution](#)

**167.**

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[DDUDUDDUDU's solution](#)

**168.**

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[DDUDUDDUDU's solution](#)

**169.**

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[DDUDUDDUDU's solution](#)

**170.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[DDUDUDDUDU's solution](#)

**171.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[DDUDUDDUDU's solution](#)

**172.**

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[DDUDUDDUDU's solution](#)

**173.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[DDUDUDDUDU's solution](#)

**174.**

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: dp, greedy

[DDUDUDDUDU's solution](#)

**175.**

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[DDUDUDDUDU's solution](#)

**176.**

1215B

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

Quality: 18,356 global accepts · Rating: 1400 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[DDUDUDDUDU's solution](#)

**177.**

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[DDUDUDDUDU's solution](#)

**178.**

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,012 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[DDUDUDDUDU's solution](#)

**179.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[DDUDUDDUDU's solution](#)

**180.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[DDUDUDDUDU's solution](#)

**181.**

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[DDUDUDDUDU's solution](#)

**182.**

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[DDUDUDDUDU's solution](#)

**183.**

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[DDUDUDDUDU's solution](#)

**184.**

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[DDUDUDDUDU's solution](#)

**185.**

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[DDUDUDDUDU's solution](#)

**186.**

1997D

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

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[DDUDUDDUDU's solution](#)

**187.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,574 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[DDUDUDDUDU's solution](#)

**188.**

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[DDUDUDDUDU's solution](#)

**189.**

1817A

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

Quality: 12,758 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[DDUDUDDUDU's solution](#)

**190.**

1814C

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

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[DDUDUDDUDU's solution](#)

**191.**

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math

[DDUDUDDUDU's solution](#)

**192.**

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[DDUDUDDUDU's solution](#)

**193.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings

[DDUDUDDUDU's solution](#)

**194.**

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[DDUDUDDUDU's solution](#)

**195.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: greedy, math

[DDUDUDDUDU's solution](#)

**196.**

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[DDUDUDDUDU's solution](#)

**197.**

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,944 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[DDUDUDDUDU's solution](#)

**198.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[DDUDUDDUDU's solution](#)

**199.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[DDUDUDDUDU's solution](#)

**200.**

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[DDUDUDDUDU's solution](#)

**201.**

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,613 global accepts · Rating: 1500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[DDUDUDDUDU's solution](#)

**202.**

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[DDUDUDDUDU's solution](#)

**203.**

1158A

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

Quality: 8,340 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[DDUDUDDUDU's solution](#)

**204.**

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[DDUDUDDUDU's solution](#)

**205.**

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[DDUDUDDUDU's solution](#)

**206.**

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,459 global accepts · Rating: 1500 · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[DDUDUDDUDU's solution](#)

**207.**

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1500 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[DDUDUDDUDU's solution](#)

**208.**

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[DDUDUDDUDU's solution](#)

**209.**

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[DDUDUDDUDU's solution](#)

**210.**

1106D

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

Quality: 19,663 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[DDUDUDDUDU's solution](#)

**211.**

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[DDUDUDDUDU's solution](#)

**212.**

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[DDUDUDDUDU's solution](#)

**213.**

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, math

[DDUDUDDUDU's solution](#)

**214.**

1994C

[Hungry Games](#) · [Tutorial](#)

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

[DDUDUDDUDU's solution](#)

**215.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[DDUDUDDUDU's solution](#)

**216.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,932 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[DDUDUDDUDU's solution](#)

**217.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[DDUDUDDUDU's solution](#)

**218.**

1687A

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

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

[DDUDUDDUDU's solution](#)

**219.**

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp  
[DDUDUDDUDU's solution](#)

**220.**

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory  
[DDUDUDDUDU's solution](#)

**221.**

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation  
[DDUDUDDUDU's solution](#)

**222.**

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation  
[DDUDUDDUDU's solution](#)

**223.**

1261B1

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

Rating: 1600 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy  
[DDUDUDDUDU's solution](#)

**224.**

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math  
[DDUDUDDUDU's solution](#)

**225.**

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[DDUDUDDUDU's solution](#)

**226.**

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[DDUDUDDUDU's solution](#)

**227.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[DDUDUDDUDU's solution](#)

**228.**

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy  
[DDUDUDDUDU's solution](#)

**229.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[DDUDUDDUDU's solution](#)

**230.**

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[DDUDUDDUDU's solution](#)

**231.**

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,402 global accepts · Rating: 1600 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[DDUDUDDUDU's solution](#)

**232.**

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[DDUDUDDUDU's solution](#)

**233.**

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[DDUDUDDUDU's solution](#)

**234.**

1096C

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

Quality: 7,240 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[DDUDUDDUDU's solution](#)

**235.**

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[DDUDUDDUDU's solution](#)

**236.**

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-12-14 · GNU C++11 (first AC) · Tags: greedy, sortings

[DDUDUDDUDU's solution](#)

**237.**

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,030 global accepts · Rating: 1600 · first AC: 2018-12-14 · GNU C++11 (first AC) · Tags: greedy

[DDUDUDDUDU's solution](#)

**238.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[DDUDUDDUDU's solution](#)

**239.**

1982D

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

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[DDUDUDDUDU's solution](#)

**240.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[DDUDUDDUDU's solution](#)

## 241.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[DDUDUDDUDU's solution](#)

## 242.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[DDUDUDDUDU's solution](#)

## 243.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[DDUDUDDUDU's solution](#)

## 244.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[DDUDUDDUDU's solution](#)

## 245.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[DDUDUDDUDU's solution](#)

## 246.

1687B

[Railway System](#) · [Tutorial](#)

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

[DDUDUDDUDU's solution](#)

## 247.

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[DDUDUDDUDU's solution](#)

## 248.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[DDUDUDDUDU's solution](#)

## 249.

1658C

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

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

[DDUDUDDUDU's solution](#)

## 250.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[DDUDUDDUDU's solution](#)

**251.**

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[DDUDUDDUDU's solution](#)

**252.**

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[DDUDUDDUDU's solution](#)

**253.**

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[DDUDUDDUDU's solution](#)

**254.**

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[DDUDUDDUDU's solution](#)

**255.**

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: implementation, math

[DDUDUDDUDU's solution](#)

**256.**

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[DDUDUDDUDU's solution](#)

**257.**

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[DDUDUDDUDU's solution](#)

**258.**

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[DDUDUDDUDU's solution](#)

**259.**

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[DDUDUDDUDU's solution](#)

**260.**

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[DDUDUDDUDU's solution](#)

**261.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[DDUDUDDUDU's solution](#)

**262.**

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[DDUDUDDUDU's solution](#)

**263.**

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[DDUDUDDUDU's solution](#)

**264.**

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[DDUDUDDUDU's solution](#)

**265.**

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[DDUDUDDUDU's solution](#)

**266.**

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[DDUDUDDUDU's solution](#)

**267.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[DDUDUDDUDU's solution](#)

**268.**

1168A

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

Quality: 7,597 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[DDUDUDDUDU's solution](#)

**269.**

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[DDUDUDDUDU's solution](#)

**270.**

1132C

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

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[DDUDUDDUDU's solution](#)

**271.**

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[DDUDUDDUDU's solution](#)

**272.**

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[DDUDUDDUDU's solution](#)

**273.**

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,014 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[DDUDUDDUDU's solution](#)

**274.**

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[DDUDUDDUDU's solution](#)

**275.**

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[DDUDUDDUDU's solution](#)

**276.**

1087D

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

Rating: 1700 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[DDUDUDDUDU's solution](#)

**277.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[DDUDUDDUDU's solution](#)

**278.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math, number theory

[DDUDUDDUDU's solution](#)

**279.**

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: bitmasks, dp

[DDUDUDDUDU's solution](#)

**280.**

2035D

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

Quality: 5,830 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[DDUDUDDUDU's solution](#)

**281.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[DDUDUDDUDU's solution](#)

**282.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,013 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[DDUDUDDUDU's solution](#)

**283.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[DDUDUDDUDU's solution](#)

**284.**

1666C

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

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[DDUDUDDUDU's solution](#)

**285.**

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[DDUDUDDUDU's solution](#)

**286.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[DDUDUDDUDU's solution](#)

**287.**

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[DDUDUDDUDU's solution](#)

**288.**

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-21 · last AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[DDUDUDDUDU's solution](#)

**289.**

1326D2

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[DDUDUDDUDU's solution](#)

**290.**

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: geometry

[DDUDUDDUDU's solution](#)

**291.**

1290B

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

Quality: 7,165 global accepts · Rating: 1800 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[DDUDUDDUDU's solution](#)

**292.**

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: implementation, math

[DDUDUDDUDU's solution](#)

**293.**

1261B2

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

Rating: 1800 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[DDUDUDDUDU's solution](#)

**294.**

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[DDUDUDDUDU's solution](#)

**295.**

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

[DDUDUDDUDU's solution](#)

**296.**

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[DDUDUDDUDU's solution](#)

**297.**

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[DDUDUDDUDU's solution](#)

**298.**

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[DDUDUDDUDU's solution](#)

**299.**

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · last AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[DDUDUDDUDU's solution](#)

**300.**

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, number theory

[DDUDUDDUDU's solution](#)

**301.**

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[DDUDUDDUDU's solution](#)

**302.**

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, two pointers

[DDUDUDDUDU's solution](#)

### 303.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[DDUDUDDUDU's solution](#)

### 304.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[DDUDUDDUDU's solution](#)

### 305.

1994D

[Funny Game](#) · [Tutorial](#)

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

[DDUDUDDUDU's solution](#)

### 306.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[DDUDUDDUDU's solution](#)

### 307.

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[DDUDUDDUDU's solution](#)

### 308.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

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

[DDUDUDDUDU's solution](#)

### 309.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[DDUDUDDUDU's solution](#)

### 310.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[DDUDUDDUDU's solution](#)

### 311.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[DDUDUDDUDU's solution](#)

**312.**

1656D

[K-good](#) · [Tutorial](#)

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

[DDUDUDDUDU's solution](#)

**313.**

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[DDUDUDDUDU's solution](#)

**314.**

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[DDUDUDDUDU's solution](#)

**315.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[DDUDUDDUDU's solution](#)

**316.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[DDUDUDDUDU's solution](#)

**317.**

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,670 global accepts · Rating: 1900 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[DDUDUDDUDU's solution](#)

**318.**

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[DDUDUDDUDU's solution](#)

**319.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-24 · last AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[DDUDUDDUDU's solution](#)

**320.**

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[DDUDUDDUDU's solution](#)

**321.**

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[DDUDUDDUDU's solution](#)

**322.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, math  
[DDUDUDDUDU's solution](#)

**323.**

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,404 global accepts · Rating: 1900 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation  
[DDUDUDDUDU's solution](#)

**324.**

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[DDUDUDDUDU's solution](#)

**325.**

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers  
[DDUDUDDUDU's solution](#)

**326.**

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry  
[DDUDUDDUDU's solution](#)

**327.**

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math  
[DDUDUDDUDU's solution](#)

**328.**

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings  
[DDUDUDDUDU's solution](#)

**329.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1900 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[DDUDUDDUDU's solution](#)

**330.**

1994E

[Wooden Game](#) · [Tutorial](#)

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

**331.**

1978E

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

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[DDUDUDDUDU's solution](#)

**332.**

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[DDUDUDDUDU's solution](#)

**333.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees  
[DDUDUDDUDU's solution](#)

**334.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers  
[DDUDUDDUDU's solution](#)

**335.**

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math  
[DDUDUDDUDU's solution](#)

**336.**

1320C

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

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings  
[DDUDUDDUDU's solution](#)

**337.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: dp, greedy, math  
[DDUDUDDUDU's solution](#)

**338.**

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees  
[DDUDUDDUDU's solution](#)

**339.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation  
[DDUDUDDUDU's solution](#)

**340.**

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  
[DDUDUDDUDU's solution](#)

**341.**

1209E1

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

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings  
[DDUDUDDUDU's solution](#)

**342.**

1214E

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

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math,

sortings, trees

[DDUDUDDUDU's solution](#)

**343.**

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[DDUDUDDUDU's solution](#)

**344.**

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[DDUDUDDUDU's solution](#)

**345.**

1142B

[Lynryd Skynryd](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2000 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[DDUDUDDUDU's solution](#)

**346.**

1082E

[Increasing Frequency](#) · [Tutorial](#)

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[DDUDUDDUDU's solution](#)

**347.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[DDUDUDDUDU's solution](#)

**348.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[DDUDUDDUDU's solution](#)

**349.**

1896E

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

Quality: 2,745 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[DDUDUDDUDU's solution](#)

**350.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[DDUDUDDUDU's solution](#)

**351.**

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,710 global accepts · Rating: 2100 · first AC: 2023-03-29 · last AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[DDUDUDDUDU's solution](#)

**352.**

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: \*special, dp, greedy, trees

[DDUDUDDUDU's solution](#)

**353.**

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[DDUDUDDUDU's solution](#)

**354.**

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[DDUDUDDUDU's solution](#)

**355.**

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[DDUDUDDUDU's solution](#)

**356.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[DDUDUDDUDU's solution](#)

**357.**

1300E

[Water Balance](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-02-11 · last AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[DDUDUDDUDU's solution](#)

**358.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: data structures, geometry, greedy

[DDUDUDDUDU's solution](#)

**359.**

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[DDUDUDDUDU's solution](#)

**360.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,219 global accepts · Rating: 2100 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[DDUDUDDUDU's solution](#)

**361.**

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[DDUDUDDUDU's solution](#)

**362.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[DDUDUDDUDU's solution](#)

**363.**

1806E

[Tree Master](#) · [Tutorial](#)

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

[DDUDUDDUDU's solution](#)

**364.**

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[DDUDUDDUDU's solution](#)

**365.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp

[DDUDUDDUDU's solution](#)

**366.**

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[DDUDUDDUDU's solution](#)

**367.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[DDUDUDDUDU's solution](#)

**368.**

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[DDUDUDDUDU's solution](#)

**369.**

1305E

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

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[DDUDUDDUDU's solution](#)

**370.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[DDUDUDDUDU's solution](#)

**371.**

1238F

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[DDUDUDDUDU's solution](#)

**372.**

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

[DDUDUDDUDU's solution](#)

**373.**

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[DDUDUDDUDU's solution](#)

**374.**

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[DDUDUDDUDU's solution](#)

**375.**

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[DDUDUDDUDU's solution](#)

**376.**

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[DDUDUDDUDU's solution](#)

**377.**

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[DDUDUDDUDU's solution](#)

**378.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[DDUDUDDUDU's solution](#)

**379.**

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[DDUDUDDUDU's solution](#)

**380.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[DDUDUDDUDU's solution](#)

**381.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · last AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[DDUDUDDUDU's solution](#)

**382.**

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[DDUDUDDUDU's solution](#)

**383.**

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[DDUDUDDUDU's solution](#)

**384.**

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[DDUDUDDUDU's solution](#)

**385.**

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[DDUDUDDUDU's solution](#)

**386.**

1322C

[Instant Noodles](#) · [Tutorial](#)

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

[DDUDUDDUDU's solution](#)

**387.**

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[DDUDUDDUDU's solution](#)

**388.**

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[DDUDUDDUDU's solution](#)

**389.**

1182E

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

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory

[DDUDUDDUDU's solution](#)

**390.**

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[DDUDUDDUDU's solution](#)

**391.**

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[DDUDUDDUDU's solution](#)

**392.**

2023C

[C+K+S](#) · [Tutorial](#)

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

[DDUDUDDUDU's solution](#)

**393.**

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-07-14 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[DDUDUDDUDU's solution](#)

**394.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[DDUDUDDUDU's solution](#)

**395.**

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[DDUDUDDUDU's solution](#)

**396.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[DDUDUDDUDU's solution](#)

**397.**

1329C

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

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[DDUDUDDUDU's solution](#)

**398.**

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[DDUDUDDUDU's solution](#)

**399.**

1142C

[U2](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 2400 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[DDUDUDDUDU's solution](#)

**400.**

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[DDUDUDDUDU's solution](#)

**401.**

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math

[DDUDUDDUDU's solution](#)

**402.**

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[DDUDUDDUDU's solution](#)

**403.**

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: dp, greedy, trees

[DDUDUDDUDU's solution](#)

**404.**

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[DDUDUDDUDU's solution](#)

**405.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[DDUDUDDUDU's solution](#)

**406.**

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[DDUDUDDUDU's solution](#)

**407.**

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[DDUDUDDUDU's solution](#)

**408.**

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[DDUDUDDUDU's solution](#)

**409.**

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[DDUDUDDUDU's solution](#)

**410.**

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[DDUDUDDUDU's solution](#)

**411.**

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[DDUDUDDUDU's solution](#)

**412.**

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2700 · first AC: 2020-02-12 · last AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[DDUDUDDUDU's solution](#)

**413.**

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[DDUDUDDUDU's solution](#)

**414.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[DDUDUDDUDU's solution](#)

**415.**

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees

[DDUDUDDUDU's solution](#)

**416.**

1578D

[Dragon Curve](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 3200 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[DDUDUDDUDU's solution](#)

**417.**

2223D

[Zhily and Cycle](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[DDUDUDDUDU's solution](#)

**418.**

2223C

[Zhily and Signpost](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees

[DDUDUDDUDU's solution](#)

**419.**

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, math, sortings, two pointers

[DDUDUDDUDU's solution](#)

**420.**

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[DDUDUDDUDU's solution](#)

**421.**

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[DDUDUDDUDU's solution](#)

**422.**

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[DDUDUDDUDU's solution](#)

**423.**

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[DDUDUDDUDU's solution](#)

**424.**

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[DDUDUDDUDU's solution](#)

**425.**

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[DDUDUDDUDU's solution](#)

**426.**

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[DDUDUDDUDU's solution](#)

**427.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[DDUDUDDUDU's solution](#)

**428.**

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[DDUDUDDUDU's solution](#)

**429.**

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[DDUDUDDUDU's solution](#)

**430.**

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[DDUDUDDUDU's solution](#)

**431.**

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[DDUDUDDUDU's solution](#)

**432.**

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[DDUDUDDUDU's solution](#)

**433.**

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[DDUDUDDUDU's solution](#)

**434.**

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[DDUDUDDUDU's solution](#)

**435.**

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[DDUDUDDUDU's solution](#)

**436.**

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[DDUDUDDUDU's solution](#)

**437.**

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[DDUDUDDUDU's solution](#)

**438.**

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[DDUDUDDUDU's solution](#)

**439.**

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[DDUDUDDUDU's solution](#)

**440.**

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[DDUDUDDUDU's solution](#)

**441.**

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[DDUDUDDUDU's solution](#)

**442.**

101485H

[Hole in One](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[DDUDUDDUDU's solution](#)

**443.**

101485C

[Cleaning Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[DDUDUDDUDU's solution](#)

**444.**

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[DDUDUDDUDU's solution](#)

**445.**

101485K

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

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**446.**

101485A

[Assigning Workstations](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**447.**

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**448.**

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**449.**

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**450.**

101485J

[Jumbled Communication](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**451.**

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**452.**

101612H

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

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**453.**

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**454.**

101612L

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

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**455.**

101612C

[Consonant Fencity](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**456.**

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**457.**

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**458.**

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**459.**

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**460.**

101480H

[Hovering Hornet](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**461.**

101480B

[Book Borders](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**462.**

101480E

[Export Estimate](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**463.**

101480D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**464.**

101480K

[Kernel Knights](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**465.**

101480A

[ASCII Addition](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**466.**

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**467.**

102082J

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**468.**

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**469.**

102082B

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

Rating: — · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**470.**

100827J

[Stamp Stamp](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**471.**

102001C

[Smart Thief](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**472.**

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-06 · GNU C++11 (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**473.**

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**474.**

102001J

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

Rating: — · first AC: 2019-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**475.**

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-06 · GNU C++11 (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**476.**

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**477.**

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[DDUDUDDUDU's solution](#)

**478.**

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-06 · GNU C++11 (first AC) · Tags: —

[DDUDUDDUDU's solution](#)

**479.**

100543K

[The Imp](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[DDUDUDDUDU's solution](#)

**480.**

100543E

[Can't stop playing](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[DDUDUDDUDU's solution](#)

**481.**

100543L

[Outer space invaders](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[DDUDUDDUDU's solution](#)

**482.**

100543I

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[DDUDUDDUDU's solution](#)

**483.**

100543F

[Vocabulary](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[DDUDUDDUDU's solution](#)

**484.**

100543D

[Wheels](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[DDUDUDDUDU's solution](#)

**485.**

100543H

[Good morning!](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[DDUDUDDUDU's solution](#)

**486.**

100543C

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