

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

<https://cfelitetracker.vercel.app>

# Unique solved — Der Vlapos

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

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

Filters: none

Count: 981

1.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Der Vlapos's solution](#)

2.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,152 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[Der Vlapos's solution](#)

3.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,308 global accepts · Rating: 800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math

[Der Vlapos's solution](#)

4.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,578 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Der Vlapos's solution](#)

5.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Der Vlapos's solution](#)

6.

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

[Der Vlapos's solution](#)

7.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[Der Vlapos's solution](#)

8.

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Der Vlapos's solution](#)

9.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,181 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Der Vlapos's solution](#)

**10.**

1787A

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

Quality: 20,385 global accepts · Rating: 800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[Der Vlapos's solution](#)

**11.**

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
[Der Vlapos's solution](#)

**12.**

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy  
[Der Vlapos's solution](#)

**13.**

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Der Vlapos's solution](#)

**14.**

1948A

[Special Characters](#) · [Tutorial](#)

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[Der Vlapos's solution](#)

**15.**

1935A

[Entertainment in MAC](#) · [Tutorial](#)

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings  
[Der Vlapos's solution](#)

**16.**

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,288 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[Der Vlapos's solution](#)

**17.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[Der Vlapos's solution](#)

**18.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,853 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings  
[Der Vlapos's solution](#)

**19.**

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[Der Vlapos's solution](#)

**20.**

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[Der\\_Vlajos's solution](#)

**21.**

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  
[Der\\_Vlajos's solution](#)

**22.**

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  
[Der\\_Vlajos's solution](#)

**23.**

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  
[Der\\_Vlajos's solution](#)

**24.**

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,264 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[Der\\_Vlajos's solution](#)

**25.**

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[Der\\_Vlajos's solution](#)

**26.**

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[Der\\_Vlajos's solution](#)

**27.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,707 global accepts · Rating: 800 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[Der\\_Vlajos's solution](#)

**28.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,389 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings  
[Der\\_Vlajos's solution](#)

**29.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,378 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[Der\\_Vlajos's solution](#)

**30.**

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

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

**31.**

1895A

[Treasure Chest](#) · [Tutorial](#)

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

[Der\\_Vlajos's solution](#)

**32.**

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Der\\_Vlajos's solution](#)

**33.**

1884A

[Simple Design](#) · [Tutorial](#)

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

[Der\\_Vlajos's solution](#)

**34.**

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Der\\_Vlajos's solution](#)

**35.**

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Der\\_Vlajos's solution](#)

**36.**

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Der\\_Vlajos's solution](#)

**37.**

1882A

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

Quality: 27,339 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Der\\_Vlajos's solution](#)

**38.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Der\\_Vlajos's solution](#)

**39.**

1870A

[MEXanized Array](#) · [Tutorial](#)

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

[Der\\_Vlajos's solution](#)

**40.**

1867A

[green gold dog, array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Der\\_Vlajos's solution](#)

**41.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 800 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Der\\_Vlajos's solution](#)

**42.**

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Der\\_Vlajos's solution](#)

**43.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Der\\_Vlajos's solution](#)

**44.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,377 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

[Der\\_Vlajos's solution](#)

**45.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Der\\_Vlajos's solution](#)

**46.**

1658B

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

Quality: 19,546 global accepts · Rating: 800 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Der\\_Vlajos's solution](#)

**47.**

1658A

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

Quality: 20,908 global accepts · Rating: 800 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Der\\_Vlajos's solution](#)

**48.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[Der\\_Vlajos's solution](#)

**49.**

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Der\\_Vlajos's solution](#)

**50.**

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,435 global accepts · Rating: 800 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Der\\_Vlajos's solution](#)

**51.**

1845A

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

Quality: 47,387 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Der\\_Vlajos's solution](#)

**52.**

1842A

[Tenzing and Tsundu](#) · [Tutorial](#)

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Der\\_Vlajos's solution](#)

**53.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,678 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Der\\_Vlajos's solution](#)

**54.**

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[Der\\_Vlajos's solution](#)

**55.**

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings, two pointers

[Der\\_Vlajos's solution](#)

**56.**

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Der\\_Vlajos's solution](#)

**57.**

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,860 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Der\\_Vlajos's solution](#)

**58.**

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,977 global accepts · Rating: 800 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Der\\_Vlajos's solution](#)

**59.**

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Der\\_Vlajos's solution](#)

**60.**

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Der\\_Vlajos's solution](#)

**61.**

1821A

[Matching](#) · [Tutorial](#)

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

[Der\\_Vlajos's solution](#)

**62.**

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Der\\_Vlajos's solution](#)

**63.**

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,479 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Der\\_Vlajos's solution](#)

**64.**

1805B

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

Quality: 19,976 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Der\\_Vlajos's solution](#)

**65.**

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,957 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Der\\_Vlajos's solution](#)

**66.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Der\\_Vlajos's solution](#)

**67.**

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Der\\_Vlajos's solution](#)

**68.**

1809A

[Garland](#) · [Tutorial](#)

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

[Der\\_Vlajos's solution](#)

**69.**

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Der\\_Vlajos's solution](#)

**70.**

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Der\\_Vlajos's solution](#)

**71.**

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Der\\_Vlajos's solution](#)

**72.**

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Der\\_Vlajos's solution](#)

**73.**

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Der\\_Vlajos's solution](#)

**74.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Der\\_Vlajos's solution](#)

**75.**

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Der\\_Vlamos's solution](#)

**76.**

1763A

[Absolute Maximization](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Der\\_Vlamos's solution](#)

**77.**

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Der\\_Vlamos's solution](#)

**78.**

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Der\\_Vlamos's solution](#)

**79.**

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Der\\_Vlamos's solution](#)

**80.**

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Der\\_Vlamos's solution](#)

**81.**

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,068 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Der\\_Vlamos's solution](#)

**82.**

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-07 · last AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Der\\_Vlamos's solution](#)

**83.**

1758A

[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Der\\_Vlamos's solution](#)

**84.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,827 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Der\\_Vlamos's solution](#)

**85.**

1760B

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

Quality: 53,350 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings  
[Der\\_Vlajos's solution](#)

**86.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,953 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[Der\\_Vlajos's solution](#)

**87.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,643 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[Der\\_Vlajos's solution](#)

**88.**

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: math  
[Der\\_Vlajos's solution](#)

**89.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[Der\\_Vlajos's solution](#)

**90.**

1748A

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

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Der\\_Vlajos's solution](#)

**91.**

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Der\\_Vlajos's solution](#)

**92.**

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Der\\_Vlajos's solution](#)

**93.**

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,870 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[Der\\_Vlajos's solution](#)

**94.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,107 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[Der\\_Vlajos's solution](#)

**95.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,341 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Der\\_Vlajos's solution](#)

**96.**

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Der\\_Vlajos's solution](#)

**97.**

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,804 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Der\\_Vlajos's solution](#)

**98.**

1736A

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

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Der\\_Vlajos's solution](#)

**99.**

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Der\\_Vlajos's solution](#)

**100.**

946A

[Partition](#) · [Tutorial](#)

Quality: 18,160 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Der\\_Vlajos's solution](#)

**101.**

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,816 global accepts · Rating: 800 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Der\\_Vlajos's solution](#)

**102.**

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Der\\_Vlajos's solution](#)

**103.**

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Der\\_Vlajos's solution](#)

**104.**

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Der\\_Vlajos's solution](#)

**105.**

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Der\\_Vlajos's solution](#)

**106.**

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[Der\\_Vlajos's solution](#)

**107.**

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy,

string suffix structures, strings

[Der\\_Vlajos's solution](#)

**108.**

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Der\\_Vlajos's solution](#)

**109.**

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Der\\_Vlajos's solution](#)

**110.**

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Der\\_Vlajos's solution](#)

**111.**

1713A

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

Quality: 22,823 global accepts · Rating: 800 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation

[Der\\_Vlajos's solution](#)

**112.**

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Der\\_Vlajos's solution](#)

**113.**

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Der\\_Vlajos's solution](#)

**114.**

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Der\\_Vlajos's solution](#)

**115.**

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Der\\_Vlajos's solution](#)

**116.**

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,353 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Der\\_Vlajos's solution](#)

**117.**

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 800 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Der\\_Vlajos's solution](#)

**118.**

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,174 global accepts · Rating: 800 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Der\\_Vlajos's solution](#)

**119.**

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,996 global accepts · Rating: 800 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Der\\_Vlajos's solution](#)

**120.**

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Der\\_Vlajos's solution](#)

**121.**

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Der\\_Vlajos's solution](#)

**122.**

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Der\\_Vlajos's solution](#)

**123.**

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Der\\_Vlajos's solution](#)

**124.**

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Der\\_Vlajos's solution](#)

**125.**

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,902 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Der\\_Vlajos's solution](#)

**126.**

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Der\\_Vlajos's solution](#)

**127.**

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Der\\_Vlajos's solution](#)

**128.**

1647A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Der\\_Vlajos's solution](#)

**129.**

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,481 global accepts · Rating: 800 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Der\\_Vlajos's solution](#)

**130.**

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,664 global accepts · Rating: 800 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Der\\_Vlajos's solution](#)

**131.**

1619B

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

Quality: 32,948 global accepts · Rating: 800 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Der\\_Vlajos's solution](#)

**132.**

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,830 global accepts · Rating: 800 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Der\\_Vlajos's solution](#)

**133.**

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Der\\_Vlajos's solution](#)

**134.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Der\\_Vlajos's solution](#)

**135.**

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Der\\_Vlajos's solution](#)

**136.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,403 global accepts · Rating: 900 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Der\\_Vlajos's solution](#)

**137.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[Der\\_Vlajos's solution](#)

**138.**

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Der\\_Vlajos's solution](#)

**139.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Der\\_Vlajos's solution](#)

**140.**

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Der\\_Vlajos's solution](#)

**141.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[Der\\_Vlajos's solution](#)

**142.**

1837B

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

Quality: 50,123 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Der\\_Vlajos's solution](#)

**143.**

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Der\\_Vlajos's solution](#)

**144.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Der\\_Vlajos's solution](#)

**145.**

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

[Der\\_Vlajos's solution](#)

**146.**

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[Der\\_Vlajos's solution](#)

**147.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Der\\_Vlajos's solution](#)

**148.**

1771A

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

Quality: 25,305 global accepts · Rating: 900 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[Der\\_Vlajos's solution](#)

**149.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Der\\_Vlajos's solution](#)

**150.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,098 global accepts · Rating: 900 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Der\\_Vlajos's solution](#)

**151.**

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Der\\_Vlajos's solution](#)

**152.**

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Der\\_Vlajos's solution](#)

**153.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Der\\_Vlajos's solution](#)

**154.**

1665B

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

Quality: 32,911 global accepts · Rating: 900 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Der\\_Vlajos's solution](#)

**155.**

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Der\\_Vlajos's solution](#)

**156.**

2104B

[Move to the End](#) · [Tutorial](#)

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

[Der\\_Vlajos's solution](#)

**157.**

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

[Der\\_Vlajos's solution](#)

**158.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Der\\_Vlajos's solution](#)

**159.**

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math

[Der\\_Vlajos's solution](#)

**160.**

1237A

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

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Der\\_Vlajos's solution](#)

**161.**

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Der\\_Vlajos's solution](#)

**162.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Der Vlapos's solution](#)

**163.**

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

[Der Vlapos's solution](#)

**164.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,283 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Der Vlapos's solution](#)

**165.**

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Der Vlapos's solution](#)

**166.**

1876A

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

Quality: 34,937 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Der Vlapos's solution](#)

**167.**

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Der Vlapos's solution](#)

**168.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Der Vlapos's solution](#)

**169.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Der Vlapos's solution](#)

**170.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,391 global accepts · Rating: 1000 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Der Vlapos's solution](#)

**171.**

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Der Vlapos's solution](#)

**172.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,289 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers  
[Der\\_Vlajos's solution](#)

**173.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[Der\\_Vlajos's solution](#)

**174.**

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[Der\\_Vlajos's solution](#)

**175.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,590 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers  
[Der\\_Vlajos's solution](#)

**176.**

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[Der\\_Vlajos's solution](#)

**177.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math  
[Der\\_Vlajos's solution](#)

**178.**

1796B

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

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[Der\\_Vlajos's solution](#)

**179.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,779 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Der\\_Vlajos's solution](#)

**180.**

1760D

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

Quality: 27,019 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers  
[Der\\_Vlajos's solution](#)

**181.**

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[Der\\_Vlajos's solution](#)

**182.**

109A

[Lucky Sum of Digits](#) · [Tutorial](#)

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[Der\\_Vlajos's solution](#)

**183.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,618 global accepts · Rating: 1000 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Der\\_Vlajos's solution](#)

**184.**

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[Der\\_Vlajos's solution](#)

**185.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math  
[Der\\_Vlajos's solution](#)

**186.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[Der\\_Vlajos's solution](#)

**187.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory  
[Der\\_Vlajos's solution](#)

**188.**

1787B

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

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory  
[Der\\_Vlajos's solution](#)

**189.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

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

**190.**

1948B

[Array Fix](#) · [Tutorial](#)

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

**191.**

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings  
[Der\\_Vlajos's solution](#)

**192.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings  
[Der\\_Vlajos's solution](#)

**193.**

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees  
[Der\\_Vlajos's solution](#)

**194.**

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy  
[Der Vlapos's solution](#)

**195.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[Der Vlapos's solution](#)

**196.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings  
[Der Vlapos's solution](#)

**197.**

1884B

[Haunted House](#) · [Tutorial](#)

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

**198.**

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[Der Vlapos's solution](#)

**199.**

1708B

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

Quality: 28,419 global accepts · Rating: 1100 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[Der Vlapos's solution](#)

**200.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,638 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings  
[Der Vlapos's solution](#)

**201.**

1863C

[MEX Repetition](#) · [Tutorial](#)

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

**202.**

1863B

[Split Sort](#) · [Tutorial](#)

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

**203.**

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,550 global accepts · Rating: 1100 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[Der Vlapos's solution](#)

**204.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math  
[Der\\_Vlajos's solution](#)

**205.**

1838B

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

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[Der\\_Vlajos's solution](#)

**206.**

1231C

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

Quality: 4,364 global accepts · Rating: 1100 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[Der\\_Vlajos's solution](#)

**207.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,825 global accepts · Rating: 1100 · first AC: 2023-05-15 · last AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers  
[Der\\_Vlajos's solution](#)

**208.**

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers  
[Der\\_Vlajos's solution](#)

**209.**

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[Der\\_Vlajos's solution](#)

**210.**

1821B

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

Quality: 28,344 global accepts · Rating: 1100 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[Der\\_Vlajos's solution](#)

**211.**

1820B

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

Quality: 23,019 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers  
[Der\\_Vlajos's solution](#)

**212.**

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[Der\\_Vlajos's solution](#)

**213.**

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory  
[Der\\_Vlajos's solution](#)

**214.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[Der\\_Vlajos's solution](#)

**215.**

1762B

[Make Array Good](#) · [Tutorial](#)

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

[Der Vlapos's solution](#)

**216.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Der Vlapos's solution](#)

**217.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,397 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[Der Vlapos's solution](#)

**218.**

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,551 global accepts · Rating: 1100 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Der Vlapos's solution](#)

**219.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,118 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[Der Vlapos's solution](#)

**220.**

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers

[Der Vlapos's solution](#)

**221.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Der Vlapos's solution](#)

**222.**

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Der Vlapos's solution](#)

**223.**

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Der Vlapos's solution](#)

**224.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Der Vlapos's solution](#)

**225.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-14 · last AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Der Vlapos's solution](#)

**226.**

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[Der Vlapos's solution](#)

**227.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math  
[Der Vlapos's solution](#)

**228.**

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math  
[Der Vlapos's solution](#)

**229.**

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[Der Vlapos's solution](#)

**230.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[Der Vlapos's solution](#)

**231.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers  
[Der Vlapos's solution](#)

**232.**

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory  
[Der Vlapos's solution](#)

**233.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy  
[Der Vlapos's solution](#)

**234.**

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[Der Vlapos's solution](#)

**235.**

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,377 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings  
[Der Vlapos's solution](#)

**236.**

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

[Der\\_Vlamos's solution](#)

**237.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Der\\_Vlamos's solution](#)

**238.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[Der\\_Vlamos's solution](#)

**239.**

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[Der\\_Vlamos's solution](#)

**240.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Der\\_Vlamos's solution](#)

**241.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

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

[Der\\_Vlamos's solution](#)

**242.**

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[Der\\_Vlamos's solution](#)

**243.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Der\\_Vlamos's solution](#)

**244.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Der\\_Vlamos's solution](#)

**245.**

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

[Der\\_Vlamos's solution](#)

**246.**

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Der\\_Vlamos's solution](#)

**247.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[Der\\_Vlamos's solution](#)

**248.**

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Der\\_Vlamos's solution](#)

**249.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[Der\\_Vlamos's solution](#)

**250.**

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Der\\_Vlamos's solution](#)

**251.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,633 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Der\\_Vlamos's solution](#)

**252.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Der\\_Vlamos's solution](#)

**253.**

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Der\\_Vlamos's solution](#)

**254.**

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[Der\\_Vlamos's solution](#)

**255.**

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 1200 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Der\\_Vlamos's solution](#)

**256.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math,

sortings

[Der\\_Vlamos's solution](#)

**257.**

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Der\\_Vlamos's solution](#)

**258.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,350 global accepts · Rating: 1200 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Der\\_Vlamos's solution](#)

**259.**

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Der\\_Vlamos's solution](#)

**260.**

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,759 global accepts · Rating: 1200 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Der\\_Vlamos's solution](#)

**261.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Der\\_Vlamos's solution](#)

**262.**

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[Der\\_Vlamos's solution](#)

**263.**

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Der\\_Vlamos's solution](#)

**264.**

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Der\\_Vlamos's solution](#)

**265.**

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[Der\\_Vlamos's solution](#)

**266.**

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Der\\_Vlamos's solution](#)

**267.**

2108B

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

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Der Vlapos's solution](#)

**268.**

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Der Vlapos's solution](#)

**269.**

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Der Vlapos's solution](#)

**270.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,786 global accepts · Rating: 1300 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, two pointers

[Der Vlapos's solution](#)

**271.**

1942C1

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

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

[Der Vlapos's solution](#)

**272.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Der Vlapos's solution](#)

**273.**

1948C

[Arrow Path](#) · [Tutorial](#)

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

[Der Vlapos's solution](#)

**274.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Der Vlapos's solution](#)

**275.**

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Der Vlapos's solution](#)

**276.**

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Der Vlapos's solution](#)

**277.**

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Der Vlapos's solution](#)

**278.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Der Vlapos's solution](#)

**279.**

1879C

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

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[Der Vlapos's solution](#)

**280.**

1870C

[Colorful Table](#) · [Tutorial](#)

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

[Der Vlapos's solution](#)

**281.**

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[Der Vlapos's solution](#)

**282.**

1844C

[Particles](#) · [Tutorial](#)

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

[Der Vlapos's solution](#)

**283.**

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Der Vlapos's solution](#)

**284.**

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Der Vlapos's solution](#)

**285.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[Der Vlapos's solution](#)

**286.**

1820C

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

Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Der Vlapos's solution](#)

**287.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Der Vlapos's solution](#)

**288.**

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Der Vlapos's solution](#)

**289.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Der Vlapos's solution](#)

**290.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Der Vlapos's solution](#)

**291.**

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Der Vlapos's solution](#)

**292.**

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Der Vlapos's solution](#)

**293.**

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[Der Vlapos's solution](#)

**294.**

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Der Vlapos's solution](#)

**295.**

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,349 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, two pointers

[Der Vlapos's solution](#)

**296.**

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Der Vlapos's solution](#)

**297.**

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,267 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Der\\_Vlajos's solution](#)

**298.**

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[Der\\_Vlajos's solution](#)

**299.**

220A

[Little Elephant and Problem](#) · [Tutorial](#)

Quality: 13,119 global accepts · Rating: 1300 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Der\\_Vlajos's solution](#)

**300.**

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Der\\_Vlajos's solution](#)

**301.**

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[Der\\_Vlajos's solution](#)

**302.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,124 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Der\\_Vlajos's solution](#)

**303.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Der\\_Vlajos's solution](#)

**304.**

1647C

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

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Der\\_Vlajos's solution](#)

**305.**

2104D

[Array and GCD](#) · [Tutorial](#)

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

[Der\\_Vlajos's solution](#)

**306.**

2084C

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

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

[Der\\_Vlajos's solution](#)

**307.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Der\\_Vlajos's solution](#)

**308.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Der\\_Vlajos's solution](#)

**309.**

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,599 global accepts · Rating: 1400 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Der\\_Vlajos's solution](#)

**310.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math

[Der\\_Vlajos's solution](#)

**311.**

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

[Der\\_Vlajos's solution](#)

**312.**

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Der\\_Vlajos's solution](#)

**313.**

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Der\\_Vlajos's solution](#)

**314.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Der\\_Vlajos's solution](#)

**315.**

1895C

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

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

[Der\\_Vlajos's solution](#)

**316.**

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Der\\_Vlajos's solution](#)

**317.**

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Der\\_Vlajos's solution](#)

**318.**

1860C

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

Quality: 15,571 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[Der\\_Vlajos's solution](#)

**319.**

1863D

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

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

[Der\\_Vlajos's solution](#)

**320.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Der\\_Vlajos's solution](#)

**321.**

1847C

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

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

[Der\\_Vlajos's solution](#)

**322.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[Der\\_Vlajos's solution](#)

**323.**

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Der\\_Vlajos's solution](#)

**324.**

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Der\\_Vlajos's solution](#)

**325.**

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Der\\_Vlajos's solution](#)

**326.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,980 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Der\\_Vlajos's solution](#)

**327.**

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Der\\_Vlajos's solution](#)

**328.**

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Der\\_Vlajos's solution](#)

**329.**

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Der\\_Vlajos's solution](#)

**330.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Der\\_Vlajos's solution](#)

**331.**

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, strings

[Der\\_Vlajos's solution](#)

**332.**

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,193 global accepts · Rating: 1400 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[Der\\_Vlajos's solution](#)

**333.**

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Der\\_Vlajos's solution](#)

**334.**

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Der\\_Vlajos's solution](#)

**335.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Der\\_Vlajos's solution](#)

**336.**

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,909 global accepts · Rating: 1400 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Der\\_Vlajos's solution](#)

**337.**

261A

[Maxim and Discounts](#) · [Tutorial](#)

Quality: 5,610 global accepts · Rating: 1400 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Der\\_Vlajos's solution](#)

**338.**

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1400 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Der\\_Vlajos's solution](#)

**339.**

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2022-10-04 · last AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Der\\_Vlajos's solution](#)

**340.**

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,641 global accepts · Rating: 1400 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Der\\_Vlajos's solution](#)

**341.**

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Der\\_Vlajos's solution](#)

**342.**

479C

[Exams](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Der\\_Vlajos's solution](#)

**343.**

401C

[Team](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1400 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Der\\_Vlajos's solution](#)

**344.**

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,687 global accepts · Rating: 1400 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Der\\_Vlajos's solution](#)

**345.**

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[Der\\_Vlajos's solution](#)

**346.**

1719C

[Fighting Tournament](#) · [Tutorial](#)

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Der\\_Vlajos's solution](#)

**347.**

1670C

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

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Der\\_Vlajos's solution](#)

**348.**

2109C1

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

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

[Der\\_Vlajos's solution](#)

**349.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Der\\_Vlajos's solution](#)

**350.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Der\\_Vlajos's solution](#)

**351.**

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Der\\_Vlajos's solution](#)

**352.**

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2022-11-01 · last AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[Der\\_Vlajos's solution](#)

**353.**

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,363 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[Der\\_Vlajos's solution](#)

**354.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Der\\_Vlajos's solution](#)

**355.**

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[Der\\_Vlajos's solution](#)

**356.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Der\\_Vlajos's solution](#)

**357.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Der\\_Vlajos's solution](#)

**358.**

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,500 global accepts · Rating: 1500 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Der\\_Vlajos's solution](#)

**359.**

1818C

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

Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[Der\\_Vlajos's solution](#)

**360.**

1814C

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

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Der\\_Vlajos's solution](#)

**361.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

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

[Der\\_Vlajos's solution](#)

**362.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Der\\_Vlajos's solution](#)

**363.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Der\\_Vlajos's solution](#)

**364.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Der\\_Vlajos's solution](#)

**365.**

1767D

[Playoff](#) · [Tutorial](#)

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

[Der\\_Vlajos's solution](#)

**366.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[Der\\_Vlajos's solution](#)

**367.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Der\\_Vlajos's solution](#)

**368.**

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Der\\_Vlajos's solution](#)

**369.**

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,622 global accepts · Rating: 1500 · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, shortest paths

[Der\\_Vlajos's solution](#)

**370.**

91A

[Newspaper Headline](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Der\\_Vlajos's solution](#)

**371.**

255C

[Almost Arithmetical Progression](#) · [Tutorial](#)

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Der\\_Vlajos's solution](#)

**372.**

87A

[Trains](#) · [Tutorial](#)

Quality: 5,816 global accepts · Rating: 1500 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Der\\_Vlajos's solution](#)

**373.**

204A

[Little Elephant and Interval](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp

[Der\\_Vlajos's solution](#)

**374.**

1754C2

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

Rating: 1500 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Der\\_Vlajos's solution](#)

**375.**

329A

[Purification](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 1500 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Der\\_Vlajos's solution](#)

**376.**

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Der\\_Vlajos's solution](#)

**377.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Der\\_Vlajos's solution](#)

**378.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Der\\_Vlajos's solution](#)

**379.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[Der\\_Vlamos's solution](#)

**380.**

149C

[Division into Teams](#) · [Tutorial](#)

Quality: 5,733 global accepts · Rating: 1500 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Der\\_Vlamos's solution](#)

**381.**

414A

[Mashmikh and Numbers](#) · [Tutorial](#)

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Der\\_Vlamos's solution](#)

**382.**

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Der\\_Vlamos's solution](#)

**383.**

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[Der\\_Vlamos's solution](#)

**384.**

790A

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Der\\_Vlamos's solution](#)

**385.**

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,640 global accepts · Rating: 1500 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Der\\_Vlamos's solution](#)

**386.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 72,000 global accepts · Rating: 1500 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Der\\_Vlamos's solution](#)

**387.**

1301B

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

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[Der\\_Vlamos's solution](#)

**388.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Der\\_Vlamos's solution](#)

**389.**

2084D

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

Quality: 8,844 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Der\\_Vlajos's solution](#)

**390.**

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Der\\_Vlajos's solution](#)

**391.**

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Der\\_Vlajos's solution](#)

**392.**

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Der\\_Vlajos's solution](#)

**393.**

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Der\\_Vlajos's solution](#)

**394.**

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Der\\_Vlajos's solution](#)

**395.**

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Der\\_Vlajos's solution](#)

**396.**

1861C

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

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Der\\_Vlajos's solution](#)

**397.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,932 global accepts · Rating: 1600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[Der\\_Vlajos's solution](#)

**398.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Der\\_Vlajos's solution](#)

**399.**

1795D

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

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

[Der\\_Vlajos's solution](#)

**400.**

1774D

[Same Count One](#) · [Tutorial](#)

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

[Der\\_Vlajos's solution](#)

**401.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Der\\_Vlajos's solution](#)

**402.**

1771C

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

Quality: 11,600 global accepts · Rating: 1600 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Der\\_Vlajos's solution](#)

**403.**

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1600 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[Der\\_Vlajos's solution](#)

**404.**

138A

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

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Der\\_Vlajos's solution](#)

**405.**

113A

[Grammar Lessons](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1600 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Der\\_Vlajos's solution](#)

**406.**

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Der\\_Vlajos's solution](#)

**407.**

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[Der\\_Vlajos's solution](#)

**408.**

1754D

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

Rating: 1600 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Der\\_Vlajos's solution](#)

**409.**

154A

[Homework](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Der\\_Vlajos's solution](#)

**410.**

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,344 global accepts · Rating: 1600 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Der\\_Vlajos's solution](#)

**411.**

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1600 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Der\\_Vlajos's solution](#)

**412.**

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,174 global accepts · Rating: 1600 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[Der\\_Vlajos's solution](#)

**413.**

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[Der\\_Vlajos's solution](#)

**414.**

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Der\\_Vlajos's solution](#)

**415.**

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[Der\\_Vlajos's solution](#)

**416.**

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,803 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Der\\_Vlajos's solution](#)

**417.**

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, matrices, number theory

[Der\\_Vlajos's solution](#)

**418.**

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Der\\_Vlajos's solution](#)

**419.**

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Der\\_Vlajos's solution](#)

**420.**

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[Der\\_Vlajos's solution](#)

**421.**

283A

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

Quality: 6,873 global accepts · Rating: 1600 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation

[Der Vlapos's solution](#)

**422.**

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1600 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[Der Vlapos's solution](#)

**423.**

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,518 global accepts · Rating: 1600 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[Der Vlapos's solution](#)

**424.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1600 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[Der Vlapos's solution](#)

**425.**

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Der Vlapos's solution](#)

**426.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,787 global accepts · Rating: 1600 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[Der Vlapos's solution](#)

**427.**

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1600 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory, two pointers

[Der Vlapos's solution](#)

**428.**

1730B

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

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Der Vlapos's solution](#)

**429.**

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Der Vlapos's solution](#)

**430.**

2109C2

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

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

[Der Vlapos's solution](#)

**431.**

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings  
[Der Vlapos's solution](#)

**432.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,227 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation  
[Der Vlapos's solution](#)

**433.**

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,809 global accepts · Rating: 1700 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths  
[Der Vlapos's solution](#)

**434.**

1982D

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

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

**435.**

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy  
[Der Vlapos's solution](#)

**436.**

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation  
[Der Vlapos's solution](#)

**437.**

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[Der Vlapos's solution](#)

**438.**

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,661 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math  
[Der Vlapos's solution](#)

**439.**

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings  
[Der Vlapos's solution](#)

**440.**

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  
[Der Vlapos's solution](#)

**441.**

1903D1

[Maximum And Queries \(easy version\) · Tutorial](#)

Quality: 7,155 global accepts · Rating: 1700 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Der\\_Vlpos's solution](#)

**442.**

1896D

[Ones and Twos · Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Der\\_Vlpos's solution](#)

**443.**

126B

[Password · Tutorial](#)

Quality: 24,774 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Der\\_Vlpos's solution](#)

**444.**

1884C

[Medium Design · Tutorial](#)

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

[Der\\_Vlpos's solution](#)

**445.**

1879D

[Sum of XOR Functions · Tutorial](#)

Quality: 10,502 global accepts · Rating: 1700 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Der\\_Vlpos's solution](#)

**446.**

1864D

[Matrix Cascade · Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Der\\_Vlpos's solution](#)

**447.**

1658C

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

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-28 · last AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Der\\_Vlpos's solution](#)

**448.**

1608C

[Game Master · Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Der\\_Vlpos's solution](#)

**449.**

1826D

[Running Miles · Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Der\\_Vlpos's solution](#)

**450.**

1810D

[Climbing the Tree · Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Der\\_Vlajos's solution](#)

**451.**

131E

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

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Der\\_Vlajos's solution](#)

**452.**

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Der\\_Vlajos's solution](#)

**453.**

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Der\\_Vlajos's solution](#)

**454.**

1731D

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

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Der\\_Vlajos's solution](#)

**455.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Der\\_Vlajos's solution](#)

**456.**

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[Der\\_Vlajos's solution](#)

**457.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,486 global accepts · Rating: 1700 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Der\\_Vlajos's solution](#)

**458.**

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[Der\\_Vlajos's solution](#)

**459.**

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,206 global accepts · Rating: 1700 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math

[Der\\_Vlajos's solution](#)

**460.**

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Der\\_Vlajos's solution](#)

**461.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Der\\_Vlajos's solution](#)

**462.**

1760G

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

Quality: 10,316 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Der\\_Vlajos's solution](#)

**463.**

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,808 global accepts · Rating: 1700 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[Der\\_Vlajos's solution](#)

**464.**

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,480 global accepts · Rating: 1700 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation

[Der\\_Vlajos's solution](#)

**465.**

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[Der\\_Vlajos's solution](#)

**466.**

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Der\\_Vlajos's solution](#)

**467.**

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Der\\_Vlajos's solution](#)

**468.**

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,925 global accepts · Rating: 1700 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers

[Der\\_Vlajos's solution](#)

**469.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[Der\\_Vlajos's solution](#)

**470.**

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[Der\\_Vlajos's solution](#)

**471.**

339C

[Xenia and Weights](#) · [Tutorial](#)

Quality: 8,762 global accepts · Rating: 1700 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Der\\_Vlajos's solution](#)

**472.**

382C

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

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Der\\_Vlajos's solution](#)

**473.**

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[Der\\_Vlajos's solution](#)

**474.**

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Der\\_Vlajos's solution](#)

**475.**

450C

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

Rating: 1700 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Der\\_Vlajos's solution](#)

**476.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Der\\_Vlajos's solution](#)

**477.**

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[Der\\_Vlajos's solution](#)

**478.**

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[Der\\_Vlajos's solution](#)

**479.**

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Der\\_Vlajos's solution](#)

**480.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Der\\_Vlajos's solution](#)

**481.**

1981C

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

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Der\\_Vlpos's solution](#)

**482.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Der\\_Vlpos's solution](#)

**483.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[Der\\_Vlpos's solution](#)

**484.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Der\\_Vlpos's solution](#)

**485.**

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[Der\\_Vlpos's solution](#)

**486.**

1922E

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

Quality: 9,091 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Der\\_Vlpos's solution](#)

**487.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[Der\\_Vlpos's solution](#)

**488.**

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Der\\_Vlpos's solution](#)

**489.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Der\\_Vlpos's solution](#)

**490.**

1867D

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

Quality: 6,875 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Der\\_Vlpos's solution](#)

**491.**

1861D

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

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Der Vlapos's solution](#)

**492.**

1848C

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

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Der Vlapos's solution](#)

**493.**

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Der Vlapos's solution](#)

**494.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Der Vlapos's solution](#)

**495.**

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[Der Vlapos's solution](#)

**496.**

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[Der Vlapos's solution](#)

**497.**

1805D

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

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Der Vlapos's solution](#)

**498.**

1809D

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

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

[Der Vlapos's solution](#)

**499.**

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Der Vlapos's solution](#)

**500.**

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2022-11-07 · last AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Der Vlapos's solution](#)

**501.**

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Der Vlapos's solution](#)

**502.**

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Der Vlapos's solution](#)

**503.**

448D

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

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[Der Vlapos's solution](#)

**504.**

222C

[Reducing Fractions](#) · [Tutorial](#)

Quality: 2,927 global accepts · Rating: 1800 · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory, sortings

[Der Vlapos's solution](#)

**505.**

216C

[Hiring Staff](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1800 · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Der Vlapos's solution](#)

**506.**

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[Der Vlapos's solution](#)

**507.**

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Der Vlapos's solution](#)

**508.**

300C

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

Quality: 11,761 global accepts · Rating: 1800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics

[Der Vlapos's solution](#)

**509.**

776C

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

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[Der Vlapos's solution](#)

**510.**

478C

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

Quality: 20,597 global accepts · Rating: 1800 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Der Vlapos's solution](#)

**511.**

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Der Vlapos's solution](#)

**512.**

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Der Vlapos's solution](#)

**513.**

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[Der Vlapos's solution](#)

**514.**

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[Der Vlapos's solution](#)

**515.**

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Der Vlapos's solution](#)

**516.**

1719D1

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

Rating: 1800 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Der Vlapos's solution](#)

**517.**

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[Der Vlapos's solution](#)

**518.**

2109D

[D/D/D](#) · [Tutorial](#)

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

[Der Vlapos's solution](#)

**519.**

1237C2

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

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Der Vlapos's solution](#)

**520.**

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Der Vlapos's solution](#)

**521.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Der\\_Vlajos's solution](#)

**522.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Der\\_Vlajos's solution](#)

**523.**

1918D

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

Quality: 6,196 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Der\\_Vlajos's solution](#)

**524.**

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Der\\_Vlajos's solution](#)

**525.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Der\\_Vlajos's solution](#)

**526.**

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Der\\_Vlajos's solution](#)

**527.**

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2023-01-28 · last AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Der\\_Vlajos's solution](#)

**528.**

1902E

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

Quality: 5,619 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[Der\\_Vlajos's solution](#)

**529.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[Der\\_Vlajos's solution](#)

**530.**

1895D

[XOR Construction](#) · [Tutorial](#)

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

[Der\\_Vlajos's solution](#)

**531.**

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Der Vlapos's solution](#)

**532.**

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[Der Vlapos's solution](#)

**533.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Der Vlapos's solution](#)

**534.**

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Der Vlapos's solution](#)

**535.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Der Vlapos's solution](#)

**536.**

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,667 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[Der Vlapos's solution](#)

**537.**

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · last AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[Der Vlapos's solution](#)

**538.**

1842D

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

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

[Der Vlapos's solution](#)

**539.**

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Der Vlapos's solution](#)

**540.**

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Der Vlapos's solution](#)

**541.**

1823D

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

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings  
[Der Vlapos's solution](#)

**542.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math  
[Der Vlapos's solution](#)

**543.**

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers  
[Der Vlapos's solution](#)

**544.**

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1900 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees  
[Der Vlapos's solution](#)

**545.**

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  
[Der Vlapos's solution](#)

**546.**

1802E

[Music Festival](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings  
[Der Vlapos's solution](#)

**547.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees  
[Der Vlapos's solution](#)

**548.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,225 global accepts · Rating: 1900 · first AC: 2023-02-04 · last AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees  
[Der Vlapos's solution](#)

**549.**

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp  
[Der Vlapos's solution](#)

**550.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[Der Vlapos's solution](#)

**551.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Der Vlapos's solution](#)

**552.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[Der Vlapos's solution](#)

**553.**

1759G

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

Quality: 5,499 global accepts · Rating: 1900 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Der Vlapos's solution](#)

**554.**

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,884 global accepts · Rating: 1900 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Der Vlapos's solution](#)

**555.**

1747D

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Der Vlapos's solution](#)

**556.**

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,021 global accepts · Rating: 1900 · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Der Vlapos's solution](#)

**557.**

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1900 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Der Vlapos's solution](#)

**558.**

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,359 global accepts · Rating: 1900 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory

[Der Vlapos's solution](#)

**559.**

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 1900 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Der Vlapos's solution](#)

**560.**

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[Der Vlapos's solution](#)

**561.**

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Der Vlapos's solution](#)

**562.**

459C

[Pashmak and Buses](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Der Vlapos's solution](#)

**563.**

463C

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

Quality: 9,185 global accepts · Rating: 1900 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation

[Der Vlapos's solution](#)

**564.**

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[Der Vlapos's solution](#)

**565.**

327D

[Block Tower](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Der Vlapos's solution](#)

**566.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Der Vlapos's solution](#)

**567.**

1719D2

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

Rating: 1900 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, math

[Der Vlapos's solution](#)

**568.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[Der Vlapos's solution](#)

**569.**

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Der Vlapos's solution](#)

**570.**

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Der Vlapos's solution](#)

**571.**

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[Der Vlapos's solution](#)

**572.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

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

[Der Vlapos's solution](#)

**573.**

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Der Vlapos's solution](#)

**574.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[Der Vlapos's solution](#)

**575.**

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Der Vlapos's solution](#)

**576.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Der Vlapos's solution](#)

**577.**

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Der Vlapos's solution](#)

**578.**

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Der Vlapos's solution](#)

**579.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Der Vlapos's solution](#)

**580.**

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Der\\_Vlajos's solution](#)

**581.**

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Der\\_Vlajos's solution](#)

**582.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Der\\_Vlajos's solution](#)

**583.**

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Der\\_Vlajos's solution](#)

**584.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Der\\_Vlajos's solution](#)

**585.**

526C

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

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Der\\_Vlajos's solution](#)

**586.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 2000 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Der\\_Vlajos's solution](#)

**587.**

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Der\\_Vlajos's solution](#)

**588.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 2000 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Der\\_Vlajos's solution](#)

**589.**

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Der\\_Vlajos's solution](#)

**590.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Der\\_Vlajos's solution](#)

**591.**

1256E

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

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Der Vlapos's solution](#)

**592.**

453B

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

Quality: 5,404 global accepts · Rating: 2000 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Der Vlapos's solution](#)

**593.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Der Vlapos's solution](#)

**594.**

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[Der Vlapos's solution](#)

**595.**

1388D

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

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Der Vlapos's solution](#)

**596.**

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,855 global accepts · Rating: 2000 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Der Vlapos's solution](#)

**597.**

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 2000 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[Der Vlapos's solution](#)

**598.**

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Der Vlapos's solution](#)

**599.**

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, strings

[Der Vlapos's solution](#)

**600.**

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Der Vlapos's solution](#)

**601.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force,

combinatorics, math, two pointers

[Der\\_Vlamos's solution](#)

**602.**

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[Der\\_Vlamos's solution](#)

**603.**

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Der\\_Vlamos's solution](#)

**604.**

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Der\\_Vlamos's solution](#)

**605.**

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Der\\_Vlamos's solution](#)

**606.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,864 global accepts · Rating: 2000 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[Der\\_Vlamos's solution](#)

**607.**

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2000 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Der\\_Vlamos's solution](#)

**608.**

380C

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

Quality: 19,782 global accepts · Rating: 2000 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules

[Der\\_Vlamos's solution](#)

**609.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,220 global accepts · Rating: 2000 · first AC: 2022-12-09 · last AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Der\\_Vlamos's solution](#)

**610.**

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 2000 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Der\\_Vlamos's solution](#)

**611.**

1764D

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

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Der\\_Vlamos's solution](#)

**612.**

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Der Vlapos's solution](#)

**613.**

358C

[Dima and Containers](#) · [Tutorial](#)

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Der Vlapos's solution](#)

**614.**

1754E

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

Rating: 2000 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[Der Vlapos's solution](#)

**615.**

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[Der Vlapos's solution](#)

**616.**

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[Der Vlapos's solution](#)

**617.**

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2022-09-24 · last AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Der Vlapos's solution](#)

**618.**

197D

[Infinite Maze](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing

[Der Vlapos's solution](#)

**619.**

1011F

[Mars rover](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Der Vlapos's solution](#)

**620.**

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Der Vlapos's solution](#)

**621.**

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[Der Vlapos's solution](#)

**622.**

1942D

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

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

[Der\\_Vlajos's solution](#)

**623.**

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Der\\_Vlajos's solution](#)

**624.**

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Der\\_Vlajos's solution](#)

**625.**

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

[Der\\_Vlajos's solution](#)

**626.**

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

[Der\\_Vlajos's solution](#)

**627.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[Der\\_Vlajos's solution](#)

**628.**

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Der\\_Vlajos's solution](#)

**629.**

572C

[Lengthening Sticks](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Der\\_Vlajos's solution](#)

**630.**

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[Der\\_Vlajos's solution](#)

**631.**

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[Der\\_Vlajos's solution](#)

**632.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Der Vlapos's solution](#)

**633.**

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[Der Vlapos's solution](#)

**634.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,285 global accepts · Rating: 2100 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Der Vlapos's solution](#)

**635.**

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[Der Vlapos's solution](#)

**636.**

1254B2

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

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Der Vlapos's solution](#)

**637.**

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,021 global accepts · Rating: 2100 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[Der Vlapos's solution](#)

**638.**

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,238 global accepts · Rating: 2100 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Der Vlapos's solution](#)

**639.**

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[Der Vlapos's solution](#)

**640.**

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[Der Vlapos's solution](#)

**641.**

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Der Vlapos's solution](#)

**642.**

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Der\\_Vlajos's solution](#)

**643.**

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[Der\\_Vlajos's solution](#)

**644.**

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2100 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, graphs, greedy

[Der\\_Vlajos's solution](#)

**645.**

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Der\\_Vlajos's solution](#)

**646.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Der\\_Vlajos's solution](#)

**647.**

1808D

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

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

[Der\\_Vlajos's solution](#)

**648.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Der\\_Vlajos's solution](#)

**649.**

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[Der\\_Vlajos's solution](#)

**650.**

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[Der\\_Vlajos's solution](#)

**651.**

1802F

[The way home](#) · [Tutorial](#)

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

[Der\\_Vlajos's solution](#)

**652.**

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[Der Vlapos's solution](#)

**653.**

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Der Vlapos's solution](#)

**654.**

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,118 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

[Der Vlapos's solution](#)

**655.**

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Der Vlapos's solution](#)

**656.**

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Der Vlapos's solution](#)

**657.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Der Vlapos's solution](#)

**658.**

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Der Vlapos's solution](#)

**659.**

1393D

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

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[Der Vlapos's solution](#)

**660.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Der Vlapos's solution](#)

**661.**

1364D

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

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[Der Vlapos's solution](#)

**662.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,624 global accepts · Rating: 2100 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[Der Vlapos's solution](#)

**663.**

1343E

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

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[Der Vlapos's solution](#)

**664.**

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[Der Vlapos's solution](#)

**665.**

1363D

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

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive, math

[Der Vlapos's solution](#)

**666.**

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[Der Vlapos's solution](#)

**667.**

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[Der Vlapos's solution](#)

**668.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Der Vlapos's solution](#)

**669.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Der Vlapos's solution](#)

**670.**

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Der Vlapos's solution](#)

**671.**

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Der\\_Vlajos's solution](#)

**672.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Der\\_Vlajos's solution](#)

**673.**

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[Der\\_Vlajos's solution](#)

**674.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,533 global accepts · Rating: 2100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[Der\\_Vlajos's solution](#)

**675.**

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Der\\_Vlajos's solution](#)

**676.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Der\\_Vlajos's solution](#)

**677.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, greedy

[Der\\_Vlajos's solution](#)

**678.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Der\\_Vlajos's solution](#)

**679.**

1499D

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

Quality: 7,044 global accepts · Rating: 2100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Der\\_Vlajos's solution](#)

**680.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Der\\_Vlajos's solution](#)

**681.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[Der\\_Vlajos's solution](#)

**682.**

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy  
[Der\\_Vlajos's solution](#)

**683.**

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees  
[Der\\_Vlajos's solution](#)

**684.**

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[Der\\_Vlajos's solution](#)

**685.**

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths  
[Der\\_Vlajos's solution](#)

**686.**

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy  
[Der\\_Vlajos's solution](#)

**687.**

414C

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer  
[Der\\_Vlajos's solution](#)

**688.**

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees  
[Der\\_Vlajos's solution](#)

**689.**

1767C

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

Quality: 3,035 global accepts · Rating: 2100 · first AC: 2022-12-17 · last AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp  
[Der\\_Vlajos's solution](#)

**690.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · last AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory  
[Der\\_Vlajos's solution](#)

**691.**

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Der\\_Vlajos's solution](#)

**692.**

301B

[Yaroslav and Time](#) · [Tutorial](#)

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[Der\\_Vlajos's solution](#)

**693.**

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[Der\\_Vlajos's solution](#)

**694.**

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[Der\\_Vlajos's solution](#)

**695.**

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 2100 · first AC: 2022-09-30 · last AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[Der\\_Vlajos's solution](#)

**696.**

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[Der\\_Vlajos's solution](#)

**697.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[Der\\_Vlajos's solution](#)

**698.**

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[Der\\_Vlajos's solution](#)

**699.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2023-03-15 · last AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Der\\_Vlajos's solution](#)

**700.**

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · last AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[Der\\_Vlajos's solution](#)

**701.**

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Der\\_Vlajos's solution](#)

**702.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[Der\\_Vlajos's solution](#)

**703.**

165E

[Compatible Numbers](#) · [Tutorial](#)

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2023-04-27 · last AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Der\\_Vlajos's solution](#)

**704.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Der\\_Vlajos's solution](#)

**705.**

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[Der\\_Vlajos's solution](#)

**706.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Der\\_Vlajos's solution](#)

**707.**

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Der\\_Vlajos's solution](#)

**708.**

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Der\\_Vlajos's solution](#)

**709.**

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Der\\_Vlajos's solution](#)

**710.**

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Der\\_Vlajos's solution](#)

**711.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Der\\_Vlajos's solution](#)

**712.**

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Der\\_Vlajos's solution](#)

**713.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Der\\_Vlajos's solution](#)

**714.**

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Der\\_Vlajos's solution](#)

**715.**

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Der\\_Vlajos's solution](#)

**716.**

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Der\\_Vlajos's solution](#)

**717.**

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Der\\_Vlajos's solution](#)

**718.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[Der\\_Vlajos's solution](#)

**719.**

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs

[Der\\_Vlajos's solution](#)

**720.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Der\\_Vlajos's solution](#)

**721.**

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive

algorithms, data structures, interactive

[Der\\_Vlajos's solution](#)

**722.**

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Der\\_Vlajos's solution](#)

**723.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Der\\_Vlajos's solution](#)

**724.**

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings

[Der\\_Vlajos's solution](#)

**725.**

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Der\\_Vlajos's solution](#)

**726.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2200 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Der\\_Vlajos's solution](#)

**727.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Der\\_Vlajos's solution](#)

**728.**

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Der\\_Vlajos's solution](#)

**729.**

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[Der\\_Vlajos's solution](#)

**730.**

1580C

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

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Der\\_Vlajos's solution](#)

**731.**

1400E

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

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Der\\_Vlajos's solution](#)

**732.**

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Der\\_Vlajos's solution](#)

**733.**

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[Der\\_Vlajos's solution](#)

**734.**

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[Der\\_Vlajos's solution](#)

**735.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Der\\_Vlajos's solution](#)

**736.**

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Der\\_Vlajos's solution](#)

**737.**

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Der\\_Vlajos's solution](#)

**738.**

1593G

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

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[Der\\_Vlajos's solution](#)

**739.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Der\\_Vlajos's solution](#)

**740.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Der\\_Vlajos's solution](#)

**741.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Der\\_Vlpos's solution](#)

**742.**

1811G2

[Vlad and the Nice Paths \(hard version\) · Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[Der\\_Vlpos's solution](#)

**743.**

1333F

[Kate and imperfection · Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[Der\\_Vlpos's solution](#)

**744.**

1467D

[Sum of Paths · Tutorial](#)

Quality: 3,996 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Der\\_Vlpos's solution](#)

**745.**

1537F

[Figure Fixing · Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Der\\_Vlpos's solution](#)

**746.**

1535E

[Gold Transfer · Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Der\\_Vlpos's solution](#)

**747.**

1616E

[Lexicographically Small Enough · Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[Der\\_Vlpos's solution](#)

**748.**

1567E

[Non-Decreasing Dilemma · Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, math

[Der\\_Vlpos's solution](#)

**749.**

1474D

[Cleaning · Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Der\\_Vlpos's solution](#)

**750.**

1520G

[To Go Or Not To Go? · Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Der\\_Vlpos's solution](#)

**751.**

1485D

[Multiples and Power Differences · Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Der\\_Vlajos's solution](#)

**752.**

1808E1

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

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Der\\_Vlajos's solution](#)

**753.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,451 global accepts · Rating: 2200 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Der\\_Vlajos's solution](#)

**754.**

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Der\\_Vlajos's solution](#)

**755.**

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Der\\_Vlajos's solution](#)

**756.**

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[Der\\_Vlajos's solution](#)

**757.**

1789D

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

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Der\\_Vlajos's solution](#)

**758.**

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Der\\_Vlajos's solution](#)

**759.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[Der\\_Vlajos's solution](#)

**760.**

508E

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Der\\_Vlajos's solution](#)

**761.**

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2200 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[Der\\_Vlajos's solution](#)

**762.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs

[Der\\_Vlajos's solution](#)

**763.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Der\\_Vlajos's solution](#)

**764.**

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[Der\\_Vlajos's solution](#)

**765.**

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Der\\_Vlajos's solution](#)

**766.**

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[Der\\_Vlajos's solution](#)

**767.**

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Der\\_Vlajos's solution](#)

**768.**

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Der\\_Vlajos's solution](#)

**769.**

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[Der\\_Vlajos's solution](#)

**770.**

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[Der\\_Vlajos's solution](#)

**771.**

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[Der\\_Vlajos's solution](#)

**772.**

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Der\\_Vlajos's solution](#)

**773.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[Der\\_Vlajos's solution](#)

**774.**

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Der\\_Vlajos's solution](#)

**775.**

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[Der\\_Vlajos's solution](#)

**776.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Der\\_Vlajos's solution](#)

**777.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Der\\_Vlajos's solution](#)

**778.**

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2300 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[Der\\_Vlajos's solution](#)

**779.**

1895E

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

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[Der\\_Vlajos's solution](#)

**780.**

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Der\\_Vlajos's solution](#)

**781.**

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[Der\\_Vlpos's solution](#)

**782.**

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Der\\_Vlpos's solution](#)

**783.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2300 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Der\\_Vlpos's solution](#)

**784.**

1132D

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

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Der\\_Vlpos's solution](#)

**785.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Der\\_Vlpos's solution](#)

**786.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Der\\_Vlpos's solution](#)

**787.**

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Der\\_Vlpos's solution](#)

**788.**

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[Der\\_Vlpos's solution](#)

**789.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Der\\_Vlpos's solution](#)

**790.**

1681F

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

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Der\\_Vlpos's solution](#)

**791.**

1842E

[Tenzing and Triangle](#) · [Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Der\\_Vlpos's solution](#)

**792.**

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, sortings

[Der\\_Vlpos's solution](#)

**793.**

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Der\\_Vlpos's solution](#)

**794.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[Der\\_Vlpos's solution](#)

**795.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Der\\_Vlpos's solution](#)

**796.**

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Der\\_Vlpos's solution](#)

**797.**

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Der\\_Vlpos's solution](#)

**798.**

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2023-02-13 · last AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Der\\_Vlpos's solution](#)

**799.**

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Der\\_Vlpos's solution](#)

**800.**

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Der\\_Vlpos's solution](#)

**801.**

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[Der\\_Vlajos's solution](#)

**802.**

1805E

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

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Der\\_Vlajos's solution](#)

**803.**

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Der\\_Vlajos's solution](#)

**804.**

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, hashing

[Der\\_Vlajos's solution](#)

**805.**

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[Der\\_Vlajos's solution](#)

**806.**

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: games

[Der\\_Vlajos's solution](#)

**807.**

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2022-10-05 · last AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings

[Der\\_Vlajos's solution](#)

**808.**

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,082 global accepts · Rating: 2300 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Der\\_Vlajos's solution](#)

**809.**

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[Der\\_Vlajos's solution](#)

**810.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Der\\_Vlajos's solution](#)

**811.**

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Der\\_Vlajos's solution](#)

**812.**

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Der Vlapos's solution](#)

**813.**

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[Der Vlapos's solution](#)

**814.**

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[Der Vlapos's solution](#)

**815.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Der Vlapos's solution](#)

**816.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Der Vlapos's solution](#)

**817.**

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, flows

[Der Vlapos's solution](#)

**818.**

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Der Vlapos's solution](#)

**819.**

1114F

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

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[Der Vlapos's solution](#)

**820.**

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Der Vlapos's solution](#)

**821.**

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[Der Vlapos's solution](#)

**822.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer  
[Der Vlapos's solution](#)

**823.**

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs  
[Der Vlapos's solution](#)

**824.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees  
[Der Vlapos's solution](#)

**825.**

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Der Vlapos's solution](#)

**826.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs  
[Der Vlapos's solution](#)

**827.**

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2400 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy  
[Der Vlapos's solution](#)

**828.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees  
[Der Vlapos's solution](#)

**829.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths  
[Der Vlapos's solution](#)

**830.**

1860E

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

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths  
[Der Vlapos's solution](#)

**831.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees  
[Der Vlapos's solution](#)

**832.**

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[Der\\_Vlpos's solution](#)

**833.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Der\\_Vlpos's solution](#)

**834.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Der\\_Vlpos's solution](#)

**835.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Der\\_Vlpos's solution](#)

**836.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Der\\_Vlpos's solution](#)

**837.**

1826E

[Walk the Runway](#) · [Tutorial](#)

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

[Der\\_Vlpos's solution](#)

**838.**

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Der\\_Vlpos's solution](#)

**839.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Der\\_Vlpos's solution](#)

**840.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Der\\_Vlpos's solution](#)

**841.**

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing,

implementation, trees

[Der\\_Vlamos's solution](#)

**842.**

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Der\\_Vlamos's solution](#)

**843.**

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[Der\\_Vlamos's solution](#)

**844.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[Der\\_Vlamos's solution](#)

**845.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Der\\_Vlamos's solution](#)

**846.**

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Der\\_Vlamos's solution](#)

**847.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Der\\_Vlamos's solution](#)

**848.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Der\\_Vlamos's solution](#)

**849.**

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Der\\_Vlamos's solution](#)

**850.**

1918F

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

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[Der\\_Vlamos's solution](#)

**851.**

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Der\\_Vlajos's solution](#)

**852.**

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Der\\_Vlajos's solution](#)

**853.**

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[Der\\_Vlajos's solution](#)

**854.**

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[Der\\_Vlajos's solution](#)

**855.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Der\\_Vlajos's solution](#)

**856.**

1809F

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

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[Der\\_Vlajos's solution](#)

**857.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Der\\_Vlajos's solution](#)

**858.**

1188A2

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

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[Der\\_Vlajos's solution](#)

**859.**

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[Der\\_Vlajos's solution](#)

**860.**

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Der\\_Vlajos's solution](#)

**861.**

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Der\\_Vlajos's solution](#)

**862.**

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Der\\_Vlajos's solution](#)

**863.**

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[Der\\_Vlajos's solution](#)

**864.**

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Der\\_Vlajos's solution](#)

**865.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[Der\\_Vlajos's solution](#)

**866.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Der\\_Vlajos's solution](#)

**867.**

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Der\\_Vlajos's solution](#)

**868.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Der\\_Vlajos's solution](#)

**869.**

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Der\\_Vlajos's solution](#)

**870.**

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[Der\\_Vlajos's solution](#)

**871.**

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Der\\_Vlamos's solution](#)

**872.**

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-15 · last AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Der\\_Vlamos's solution](#)

**873.**

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[Der\\_Vlamos's solution](#)

**874.**

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[Der\\_Vlamos's solution](#)

**875.**

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[Der\\_Vlamos's solution](#)

**876.**

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Der\\_Vlamos's solution](#)

**877.**

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer

[Der\\_Vlamos's solution](#)

**878.**

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Der\\_Vlamos's solution](#)

**879.**

1023F

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

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Der\\_Vlamos's solution](#)

**880.**

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[Der\\_Vlamos's solution](#)

**881.**

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data

structures, greedy, sortings, two pointers

[Der\\_Vlajos's solution](#)

**882.**

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Der\\_Vlajos's solution](#)

**883.**

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Der\\_Vlajos's solution](#)

**884.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2022-11-16 · last AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Der\\_Vlajos's solution](#)

**885.**

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Der\\_Vlajos's solution](#)

**886.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[Der\\_Vlajos's solution](#)

**887.**

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[Der\\_Vlajos's solution](#)

**888.**

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Der\\_Vlajos's solution](#)

**889.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[Der\\_Vlajos's solution](#)

**890.**

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Der\\_Vlajos's solution](#)

**891.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar  
[Der\\_Vlajos's solution](#)

**892.**

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Der\\_Vlajos's solution](#)

**893.**

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Der\\_Vlajos's solution](#)

**894.**

444E

[DZY Loves Planting](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2700 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, trees

[Der\\_Vlajos's solution](#)

**895.**

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Der\\_Vlajos's solution](#)

**896.**

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[Der\\_Vlajos's solution](#)

**897.**

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Der\\_Vlajos's solution](#)

**898.**

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Der\\_Vlajos's solution](#)

**899.**

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[Der\\_Vlajos's solution](#)

**900.**

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Der\\_Vlajos's solution](#)

**901.**

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[Der\\_Vlajos's solution](#)

**902.**

1956F

[Nene and the Passing Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[Der\\_Vlajos's solution](#)

**903.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Der\\_Vlajos's solution](#)

**904.**

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[Der\\_Vlajos's solution](#)

**905.**

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Der\\_Vlajos's solution](#)

**906.**

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[Der\\_Vlajos's solution](#)

**907.**

2096F

[Wonderful Impostors](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

[Der\\_Vlajos's solution](#)

**908.**

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Der\\_Vlajos's solution](#)

**909.**

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**910.**

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**911.**

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**912.**

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**913.**

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**914.**

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**915.**

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**916.**

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**917.**

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**918.**

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**919.**

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**920.**

1940D

[Almost Certainly](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: \*special, constructive algorithms, data structures, sortings

[Der\\_Vlajos's solution](#)

**921.**

1940B

[Three Arrays](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: — · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: \*special, constructive algorithms, implementation, sortings

[Der\\_Vlajos's solution](#)

**922.**

1940A

[Parallel Universes](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: — · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: \*special,

constructive algorithms, dfs and similar, dsu, graphs

[Der\\_Vlpos's solution](#)

**923.**

1939C

[More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: \*special, dfs and similar, two pointers

[Der\\_Vlpos's solution](#)

**924.**

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: \*special, constructive algorithms, dfs and similar, graphs, trees

[Der\\_Vlpos's solution](#)

**925.**

103627C

[AND PLUS OR](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlpos's solution](#)

**926.**

103627B

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlpos's solution](#)

**927.**

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlpos's solution](#)

**928.**

103483J

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

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlpos's solution](#)

**929.**

103483G

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

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlpos's solution](#)

**930.**

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlpos's solution](#)

**931.**

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlpos's solution](#)

**932.**

103483D

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

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlpos's solution](#)

**933.**

103483F

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

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**934.**

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**935.**

102569J

[The Battle of Mages](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**936.**

102569G

[Nuts and Bolts](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**937.**

102569D

[Lexicographically Minimal Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**938.**

102569F

[Moving Target](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**939.**

102569K

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**940.**

102569L

[The Dragon Land](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**941.**

102569B

[Bonuses on a Line](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**942.**

102569I

[Sorting Colored Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**943.**

102569H

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**944.**

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlpos's solution](#)

**945.**

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlpos's solution](#)

**946.**

102569A

[Array's Hash](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlpos's solution](#)

**947.**

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Der\\_Vlpos's solution](#)

**948.**

101174K

[Balls and Needles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Der\\_Vlpos's solution](#)

**949.**

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Der\\_Vlpos's solution](#)

**950.**

1034712

[BDBDj0, =C ?Cä;CP](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlpos's solution](#)

**951.**

1034711

[A=0CÄ5CÔL C" <Cä@CP](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlpos's solution](#)

**952.**

100589G

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

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Der\\_Vlpos's solution](#)

**953.**

104017E

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

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Der\\_Vlpos's solution](#)

**954.**

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · last AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Der\\_Vlpos's solution](#)

**955.**

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**956.**

104017F

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

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**957.**

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**958.**

104010D

[The Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**959.**

104010E

[Just Like Pickle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**960.**

1020861

[AD2018Ct<CT@CT=C,,O](#)

Rating: — · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**961.**

102396H

[Checking Answers to Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**962.**

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**963.**

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**964.**

102095B

[Bekarys and khet](#) · [Tutorial](#)

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

[Der\\_Vlajos's solution](#)

**965.**

102095C

[Computer vision](#) · [Tutorial](#)

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

[Der\\_Vlajos's solution](#)

**966.**

102095E

[Excellent idea](#) · [Tutorial](#)

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

[Der\\_Vlajos's solution](#)

**967.**

102095A

[Azat and bookshelf](#) · [Tutorial](#)

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

[Der\\_Vlajos's solution](#)

**968.**

102095H

[Hyper numbers](#) · [Tutorial](#)

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

[Der\\_Vlajos's solution](#)

**969.**

103810D

[ASKDIOCD:C](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**970.**

103810A

[B470iäCä2C#0](#)

Rating: — · first AC: 2022-10-21 · last AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**971.**

103810B

[A00D#D`9 D\\$0CÔ5D`](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**972.**

103965E

[A#GOT#C](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**973.**

103965H

[AÔB#C\\$C`;C ?D > CäACT=DÀ](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**974.**

103965D

[A#ACT#CÔ5CR ?C ;C,,=CD@Cä<C,,ICP](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**975.**

103965B

[A@C#äOD\\$=D`9 Cò;CT9C`8D B](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**976.**

101551E

[B-00t1G|,5CÔ8CR =C ?C @D°](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**977.**

101551A

[A#C#00D4=D\\$K](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**978.**

101551D

[AliKingspress](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**979.**

101551B

[AliKingspress](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**980.**

101551G

[AliKingspress](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)

**981.**

102443A

[Attractive Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Der\\_Vlajos's solution](#)