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Unique solved — Diegogrc

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

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

Filters: [none](#)

Count: 1,764

1.

1744B

[Even-Odd Increments](#) · [Tutorial](#)

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: [implementation](#), [math](#)

[Diegogrc's solution](#)

2.

1744A

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

Quality: 28,777 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: [greedy](#), [implementation](#)

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3.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,095 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: [greedy](#), [implementation](#), [sortings](#)

[Diegogrc's solution](#)

4.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,297 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: [implementation](#)

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5.

1741B

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6.

1741A

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7.

1511A

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Quality: 28,826 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: [greedy](#)

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8.

1547B

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Quality: 27,901 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: [greedy](#), [implementation](#), [strings](#)

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9.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

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10.

1513A

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Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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11.

1480A

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

Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings

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12.

1481A

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Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

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13.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Diegogrc's solution](#)

14.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,522 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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15.

1472B

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Quality: 59,835 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

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16.

1453A

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17.

1459A

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18.

1461A

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19.

1462A

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Quality: 48,962 global accepts · Rating: 800 · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

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20.

1462B

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Quality: 29,175 global accepts · Rating: 800 · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

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21.

1443A

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Quality: 16,682 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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22.

1447A

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Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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23.

1451A

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Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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24.

1450A

[Avoid Trygub](#) · [Tutorial](#)

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25.

1455A

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26.

1454A

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27.

1454B

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28.

1440A

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29.

1452C

[Two Brackets](#) · [Tutorial](#)

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30.

1452A

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Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: math
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31.

1428A

[Box is Pull](#) · [Tutorial](#)

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32.

1422A

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33.

1408A

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Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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34.

1358A

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Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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35.

1311A

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36.

1315A

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37.

1360B

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38.

1360A

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39.

1305A

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40.

1316A

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41.

1353A

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42.

1353B

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43.

1323A

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44.

1352A

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Quality: 104,112 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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45.

1351A

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46.

1345A

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47.

1348A

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Quality: 42,849 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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48.

1343B

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49.

1337A

[Ichihime and Triangle](#) · [Tutorial](#)

Quality: 42,910 global accepts · Rating: 800 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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50.

1328A

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Quality: 131,900 global accepts · Rating: 800 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: math

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51.

1335A

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52.

9A

[Die Roll](#) · [Tutorial](#)

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53.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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54.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

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55.

1312A

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56.

1304A

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57.

1270A

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58.

1255A

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59.

1250F

[Data Center](#) · [Tutorial](#)

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60.

1257A

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61.

1249A

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62.

1236A

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63.

1244A

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64.

672A

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65.

426A

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66.

599A

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67.

688A

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68.

467A

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69.

1216A

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70.

1209A

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71.

1148A

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72.

1207A

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73.

1159A

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74.

1167A

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75.

1176A

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76.

1162A

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77.

721A

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78.

1150A

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Quality: 12,518 global accepts · Rating: 800 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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79.

1152A

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80.

1146A

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81.

1143A

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82.

1144A

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83.

1154A

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84.

1139A

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85.

1136A

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86.

1130A

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87.

1131A

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88.

1118A

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89.

1093A

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90.

1114A

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91.

1106A

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92.

1104A

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93.

1077A

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Quality: 32,252 global accepts · Rating: 800 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: math

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94.

1092B

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95.

1092A

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96.

1102A

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Quality: 26,614 global accepts · Rating: 800 · first AC: 2019-01-10 · GNU C++11 (first AC) · Tags: math

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97.

1099A

[Snowball](#) · [Tutorial](#)

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98.

1097A

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99.

1091A

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100.

1096A

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101.

1095A

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102.

492A

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103.

520A

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104.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,908 global accepts · Rating: 800 · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

105.

1088A

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

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Diegogrc's solution](#)

106.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: implementation, math

[Diegogrc's solution](#)

107.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 800 · first AC: 2018-11-22 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Diegogrc's solution](#)

108.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: implementation, math

[Diegogrc's solution](#)

109.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: brute force

[Diegogrc's solution](#)

110.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-08-20 · last AC: 2018-09-24 · GNU C++ (first AC) · Tags: math

[Diegogrc's solution](#)

111.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,454 global accepts · Rating: 800 · first AC: 2018-09-11 · GNU C++11 (first AC) · Tags: *special, implementation

[Diegogrc's solution](#)

112.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-09-10 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

113.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

114.

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-08-06 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

115.

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: math

[Diegogrc's solution](#)

116.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,873 global accepts · Rating: 800 · first AC: 2018-07-17 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

117.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

118.

1005A

[Tanya and Stairways](#) · [Tutorial](#)

Quality: 27,490 global accepts · Rating: 800 · first AC: 2018-07-11 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

119.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,361 global accepts · Rating: 800 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: dp, greedy

[Diegogrc's solution](#)

120.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,316 global accepts · Rating: 800 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: implementation, sortings

[Diegogrc's solution](#)

121.

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 800 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

122.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: sortings

[Diegogrc's solution](#)

123.

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

124.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-27 · GNU C++11 (first AC) · Tags: math

[Diegogrc's solution](#)

125.

964A

[Splits](#) · [Tutorial](#)

Quality: 10,310 global accepts · Rating: 800 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: math

[Diegogrc's solution](#)

126.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,667 global accepts · Rating: 800 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: games, math

[Diegogrc's solution](#)

127.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

128.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-03-12 · GNU C++11 (first AC) · Tags: implementation, math

[Diegogrc's solution](#)

129.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,158 global accepts · Rating: 800 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: greedy

[Diegogrc's solution](#)

130.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-03-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Diegogrc's solution](#)

131.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-02-26 · GNU C++11 (first AC) · Tags: implementation, sortings

[Diegogrc's solution](#)

132.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,233 global accepts · Rating: 800 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[Diegogrc's solution](#)

133.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 800 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: graphs

[Diegogrc's solution](#)

134.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

135.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms

[Diegogrc's solution](#)

136.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Diegogrc's solution](#)

137.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,240 global accepts · Rating: 800 · first AC: 2018-01-30 · GNU C++11 (first AC) · Tags: brute force, implementation

[Diegogrc's solution](#)

138.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2018-01-19 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

139.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 800 · first AC: 2018-01-18 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

140.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

141.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,197 global accepts · Rating: 800 · first AC: 2018-01-03 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Diegogrc's solution](#)

142.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,233 global accepts · Rating: 800 · first AC: 2018-01-03 · GNU C++11 (first AC) · Tags: strings

[Diegogrc's solution](#)

143.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[Diegogrc's solution](#)

144.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,995 global accepts · Rating: 800 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation

[Diegogrc's solution](#)

145.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,097 global accepts · Rating: 800 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Diegogrc's solution](#)

146.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: brute force, implementation

[Diegogrc's solution](#)

147.

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,630 global accepts · Rating: 800 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

148.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,343 global accepts · Rating: 800 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Diegogrc's solution](#)

149.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,808 global accepts · Rating: 800 · first AC: 2017-07-02 · GNU C++ (first AC) · Tags: implementation, math, number theory

[Diegogrc's solution](#)

150.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: 800 · first AC: 2017-06-26 · GNU C++ (first AC) · Tags: implementation

[Diegogrc's solution](#)

151.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,283 global accepts · Rating: 800 · first AC: 2017-06-03 · GNU C++ (first AC) · Tags: implementation

[Diegogrc's solution](#)

152.

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,947 global accepts · Rating: 800 · first AC: 2017-05-03 · GNU C++ (first AC) · Tags: implementation, strings

[Diegogrc's solution](#)

153.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,815 global accepts · Rating: 800 · first AC: 2017-04-24 · GNU C++ (first AC) · Tags: brute force, implementation

[Diegogrc's solution](#)

154.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,016 global accepts · Rating: 800 · first AC: 2017-03-25 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[Diegogrc's solution](#)

155.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,792 global accepts · Rating: 800 · first AC: 2017-03-25 · GNU C++11 (first AC) · Tags: brute force, math

[Diegogrc's solution](#)

156.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Diegogrc's solution](#)

157.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, interactive

[Diegogrc's solution](#)

158.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Diegogrc's solution](#)

159.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Diegogrc's solution](#)

160.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Diegogrc's solution](#)

161.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Diegogrc's solution](#)

162.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[Diegogrc's solution](#)

163.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,328 global accepts · Rating: 900 · first AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Diegogrc's solution](#)

164.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[Diegogrc's solution](#)

165.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · last AC: 2020-09-14 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

166.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-05-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Diegogrc's solution](#)

167.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: math

[Diegogrc's solution](#)

168.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: math

[Diegogrc's solution](#)

169.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, number theory

[Diegogrc's solution](#)

170.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Diegogrc's solution](#)

171.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-08 · PyPy 3 (first AC) · Tags: brute force, implementation, math

[Diegogrc's solution](#)

172.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,429 global accepts · Rating: 900 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Diegogrc's solution](#)

173.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,387 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Diegogrc's solution](#)

174.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Diegogrc's solution](#)

175.

1335B

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

Quality: 42,599 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Diegogrc's solution](#)

176.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,209 global accepts · Rating: 900 · first AC: 2020-04-12 · PyPy 3 (first AC) · Tags: brute force, dp, implementation, math

[Diegogrc's solution](#)

177.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Diegogrc's solution](#)

178.

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Diegogrc's solution](#)

179.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,388 global accepts · Rating: 900 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Diegogrc's solution](#)

180.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,185 global accepts · Rating: 900 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Diegogrc's solution](#)

181.

415A

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

Quality: 9,591 global accepts · Rating: 900 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Diegogrc's solution](#)

182.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Diegogrc's solution](#)

183.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[Diegogrc's solution](#)

184.

1175A

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

Quality: 19,764 global accepts · Rating: 900 · first AC: 2019-06-17 · PyPy 3 (first AC) · Tags: implementation, math

[Diegogrc's solution](#)

185.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 900 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Diegogrc's solution](#)

186.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Diegogrc's solution](#)

187.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 900 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Diegogrc's solution](#)

188.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Diegogrc's solution](#)

189.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,070 global accepts · Rating: 900 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[Diegogrc's solution](#)

190.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Diegogrc's solution](#)

191.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2019-02-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Diegogrc's solution](#)

192.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-11 · GNU C++11 (first AC) · Tags: math

[Diegogrc's solution](#)

193.

1106C

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

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[Diegogrc's solution](#)

194.

1107A

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

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-01-27 · GNU C++11 (first AC) · Tags: greedy, strings

[Diegogrc's solution](#)

195.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

196.

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Diegogrc's solution](#)

197.

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,641 global accepts · Rating: 900 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: implementation, strings

[Diegogrc's solution](#)

198.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,526 global accepts · Rating: 900 · first AC: 2018-08-21 · GNU C++11 (first AC) · Tags: implementation, sortings

[Diegogrc's solution](#)

199.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-04 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Diegogrc's solution](#)

200.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Diegogrc's solution](#)

201.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2018-07-15 · GNU C++11 (first AC) · Tags: math

[Diegogrc's solution](#)

202.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: implementation, strings

[Diegogrc's solution](#)

203.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,385 global accepts · Rating: 900 · first AC: 2018-07-11 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Diegogrc's solution](#)

204.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

205.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,732 global accepts · Rating: 900 · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: greedy, sortings

[Diegogrc's solution](#)

206.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: implementation, strings

[Diegogrc's solution](#)

207.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2018-06-04 · GNU C++11 (first AC) · Tags: implementation, math

[Diegogrc's solution](#)

208.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 900 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Diegogrc's solution](#)

209.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: implementation, math

[Diegogrc's solution](#)

210.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: implementation, strings

[Diegogrc's solution](#)

211.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

212.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,319 global accepts · Rating: 900 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Diegogrc's solution](#)

213.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

214.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 900 · first AC: 2018-01-30 · GNU C++11 (first AC) · Tags: implementation, strings

[Diegogrc's solution](#)

215.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-22 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Diegogrc's solution](#)

216.

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-19 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Diegogrc's solution](#)

217.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2018-01-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[Diegogrc's solution](#)

218.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

219.

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, math

[Diegogrc's solution](#)

220.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,706 global accepts · Rating: 900 · first AC: 2018-01-03 · GNU C++11 (first AC) · Tags: greedy, sortings

[Diegogrc's solution](#)

221.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: greedy, implementation

[Diegogrc's solution](#)

222.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

223.

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 900 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

224.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: brute force, implementation

[Diegogrc's solution](#)

225.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-13 · GNU C++ (first AC) · Tags: implementation

[Diegogrc's solution](#)

226.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2017-06-20 · GNU C++ (first AC) · Tags: implementation, math

[Diegogrc's solution](#)

227.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2017-03-30 · GNU C++ (first AC) · Tags: implementation

[Diegogrc's solution](#)

228.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,900 global accepts · Rating: 900 · first AC: 2016-10-12 · GNU C++ (first AC) · Tags: greedy

[Diegogrc's solution](#)

229.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,683 global accepts · Rating: 900 · first AC: 2016-10-11 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[Diegogrc's solution](#)

230.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,094 global accepts · Rating: 1000 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[Diegogrc's solution](#)

231.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,141 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Diegogrc's solution](#)

232.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,884 global accepts · Rating: 1000 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Diegogrc's solution](#)

233.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Diegogrc's solution](#)

234.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Diegogrc's solution](#)

235.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1000 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Diegogrc's solution](#)

236.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[Diegogrc's solution](#)

237.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,080 global accepts · Rating: 1000 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Diegogrc's solution](#)

238.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[Diegogrc's solution](#)

239.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Diegogrc's solution](#)

240.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Diegogrc's solution](#)

241.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[Diegogrc's solution](#)

242.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,678 global accepts · Rating: 1000 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[Diegogrc's solution](#)

243.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Diegogrc's solution](#)

244.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Diegogrc's solution](#)

245.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Diegogrc's solution](#)

246.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Diegogrc's solution](#)

247.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Diegogrc's solution](#)

248.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Diegogrc's solution](#)

249.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[Diegogrc's solution](#)

250.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[Diegogrc's solution](#)

251.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers

[Diegogrc's solution](#)

252.

1249B1

[Books Exchange \(easy version\) · Tutorial](#)

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math

[Diegogrc's solution](#)

253.

1237A

[Balanced Rating Changes · Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Diegogrc's solution](#)

254.

1244B

[Rooms and Staircases · Tutorial](#)

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Diegogrc's solution](#)

255.

672B

[Different is Good · Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Diegogrc's solution](#)

256.

515A

[Brazil and Date · Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[Diegogrc's solution](#)

257.

604A

[Uncowed Forces · Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Diegogrc's solution](#)

258.

499B

[Lecture · Tutorial](#)

Quality: 44,830 global accepts · Rating: 1000 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Diegogrc's solution](#)

259.

608A

[Saitama Destroys Hotel · Tutorial](#)

Quality: 9,916 global accepts · Rating: 1000 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Diegogrc's solution](#)

260.

560A

[Currency System in Geraldion · Tutorial](#)

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Diegogrc's solution](#)

261.

435A

[Queue on Bus Stop · Tutorial](#)

Quality: 11,092 global accepts · Rating: 1000 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Diegogrc's solution](#)

262.

1174A

[Ehab Fails to Be Thanos · Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Diegogrc's solution](#)

263.

1165B

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

Quality: 24,282 global accepts · Rating: 1000 · first AC: 2019-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Diegogrc's solution](#)

264.

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Diegogrc's solution](#)

265.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[Diegogrc's solution](#)

266.

1151A

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

Quality: 11,856 global accepts · Rating: 1000 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[Diegogrc's solution](#)

267.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,363 global accepts · Rating: 1000 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Diegogrc's solution](#)

268.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Diegogrc's solution](#)

269.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Diegogrc's solution](#)

270.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Diegogrc's solution](#)

271.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Diegogrc's solution](#)

272.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Diegogrc's solution](#)

273.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,700 global accepts · Rating: 1000 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Diegogrc's solution](#)

274.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Diegogrc's solution](#)

275.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-04 · GNU C++11 (first AC) · Tags: implementation, strings

[Diegogrc's solution](#)

276.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-01-27 · GNU C++11 (first AC) · Tags: math, number theory

[Diegogrc's solution](#)

277.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

278.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: greedy

[Diegogrc's solution](#)

279.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: math

[Diegogrc's solution](#)

280.

1088B

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

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

[Diegogrc's solution](#)

281.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: implementation, math

[Diegogrc's solution](#)

282.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: implementation, strings

[Diegogrc's solution](#)

283.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation

[Diegogrc's solution](#)

284.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

285.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,028 global accepts · Rating: 1000 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

286.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

287.

1051B

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

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Diegogrc's solution](#)

288.

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: implementation, strings

[Diegogrc's solution](#)

289.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: math

[Diegogrc's solution](#)

290.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,124 global accepts · Rating: 1000 · first AC: 2018-08-11 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs

[Diegogrc's solution](#)

291.

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-11 · GNU C++11 (first AC) · Tags: math

[Diegogrc's solution](#)

292.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

293.

1008B

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

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: greedy, sortings

[Diegogrc's solution](#)

294.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,109 global accepts · Rating: 1000 · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Diegogrc's solution](#)

295.

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

296.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: implementation, math

[Diegogrc's solution](#)

297.

979A

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

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: math

[Diegogrc's solution](#)

298.

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: math, sortings

[Diegogrc's solution](#)

299.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

300.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,195 global accepts · Rating: 1000 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

301.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[Diegogrc's solution](#)

302.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[Diegogrc's solution](#)

303.

890B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

304.

890A

[ACM ICPC](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: brute force

[Diegogrc's solution](#)

305.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: greedy

[Diegogrc's solution](#)

306.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

307.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: implementation, sortings

[Diegogrc's solution](#)

308.

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Diegogrc's solution](#)

309.

862A

[Mahmoud and Ehab and the MEX](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[Diegogrc's solution](#)

310.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-02 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Diegogrc's solution](#)

311.

816A

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

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-06-19 · GNU C++ (first AC) · Tags: brute force, implementation

[Diegogrc's solution](#)

312.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2017-06-03 · GNU C++ (first AC) · Tags: greedy, implementation

[Diegogrc's solution](#)

313.

798A

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

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2017-04-23 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, strings

[Diegogrc's solution](#)

314.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,189 global accepts · Rating: 1000 · first AC: 2017-03-25 · GNU C++11 (first AC) · Tags: math

[Diegogrc's solution](#)

315.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,923 global accepts · Rating: 1000 · first AC: 2017-03-13 · GNU C++ (first AC) · Tags: bitmasks

[Diegogrc's solution](#)

316.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,769 global accepts · Rating: 1000 · first AC: 2017-02-18 · GNU C++ (first AC) · Tags: dp, greedy

[Diegogrc's solution](#)

317.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,105 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, number theory

[Diegogrc's solution](#)

318.

1741C

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

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, two pointers

[Diegogrc's solution](#)

319.

1511C

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

Quality: 32,809 global accepts · Rating: 1100 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, trees

[Diegogrc's solution](#)

320.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Diegogrc's solution](#)

321.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[Diegogrc's solution](#)

322.

1481B

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Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

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323.

1472C

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324.

1463A

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325.

1455C

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326.

1428C

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327.

1360C

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328.

1324B

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329.

1324C

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330.

1345B

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331.

1342B

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332.

1327A

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333.

1335C

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Quality: 38,966 global accepts · Rating: 1100 · first AC: 2020-04-13 · last AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

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334.

1334B

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335.

1333B

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Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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336.

1332A

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337.

1262A

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338.

1304B

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greedy, implementation, strings

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339.

1255B

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Quality: 12,526 global accepts · Rating: 1100 · first AC: 2020-01-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

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340.

712B

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341.

495A

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342.

675A

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343.

556B

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344.

110B

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345.

1214B

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[Diegogrc's solution](#)

346.

1213B

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[Diegogrc's solution](#)

347.

1165A

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348.

1176B

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349.

721B

[Passwords](#) · [Tutorial](#)

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strings

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350.

1157A

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Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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351.

1146B

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Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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352.

1119A

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353.

1132A

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Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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354.

1117A

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355.

1105A

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356.

1105B

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357.

1099B

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358.

488A

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1060B

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362.

368B

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363.

835B

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Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-08-20 · last AC: 2018-09-24 · GNU C++ (first AC) · Tags: greedy

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364.

946B

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[Diegogrc's solution](#)

365.

1042A

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Quality: 14,079 global accepts · Rating: 1100 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: binary search, implementation

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366.

1015C

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367.

985A

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368.

984B

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369.

975B

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370.

967A

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[Diegogrc's solution](#)

371.

955A

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372.

950B

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373.

938B

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374.

919B

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375.

845A

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Quality: 8,479 global accepts · Rating: 1100 · first AC: 2018-01-26 · GNU C++11 (first AC) · Tags: implementation, sortings

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376.

842B

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377.

884B

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378.

911A

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[Diegogrc's solution](#)

379.

902A

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[Diegogrc's solution](#)

380.

877A

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Quality: 11,552 global accepts · Rating: 1100 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: implementation, strings

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381.

869B

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382.

869A

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Quality: 9,795 global accepts · Rating: 1100 · first AC: 2017-10-06 · last AC: 2017-10-06 · GNU C++11 (first AC) · Tags: brute force,

implementation

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383.

785B

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384.

525A

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385.

467B

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386.

363B

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387.

651A

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388.

313B

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389.

1744D

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390.

1742E

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391.

1485B

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392.

1472D

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393.

1455B

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394.

1454C

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395.

1428B

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Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation
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396.

1362B

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397.

1363A

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398.

1315C

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399.

1305B

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400.

1354B

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401.

1355B

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402.

1355A

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Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
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403.

1352B

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[Diegogrc's solution](#)

404.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,764 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[Diegogrc's solution](#)

405.

1343C

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Quality: 44,066 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[Diegogrc's solution](#)

406.

1327B

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Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
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407.

1328C

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Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Diegogrc's solution](#)

408.

1339B

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409.

1334A

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410.

1262B

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Rating: 1200 · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
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411.

1270B

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

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412.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers
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413.

112B

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Quality: 4,543 global accepts · Rating: 1200 · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Diegogrc's solution](#)

414.

424B

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Quality: 8,467 global accepts · Rating: 1200 · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[Diegogrc's solution](#)

415.

651B

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Quality: 12,224 global accepts · Rating: 1200 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Diegogrc's solution](#)

416.

1214C

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

[Diegogrc's solution](#)

417.

1213C

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Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[Diegogrc's solution](#)

418.

1174B

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Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-08-28 · C++14 (GCC 6-32) (first AC) · Tags: sortings

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419.

1207B

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

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420.

1205A

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Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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421.

1203B

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Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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422.

1149A

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Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Diegogrc's solution](#)

423.

1155B

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Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Diegogrc's solution](#)

424.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

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425.

1154B

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[Diegogrc's solution](#)

426.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Diegogrc's solution](#)

427.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Diegogrc's solution](#)

428.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Diegogrc's solution](#)

429.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,370 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Diegogrc's solution](#)

430.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,116 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[Diegogrc's solution](#)

431.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Diegogrc's solution](#)

432.

1131C

[Birthday](#) · [Tutorial](#)

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

[Diegogrc's solution](#)

433.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

434.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1200 · first AC: 2019-01-23 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[Diegogrc's solution](#)

435.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-10 · GNU C++11 (first AC) · Tags: games

[Diegogrc's solution](#)

436.

146C

[Lucky Conversion](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-01-07 · GNU C++11 (first AC) · Tags: greedy

[Diegogrc's solution](#)

437.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,424 global accepts · Rating: 1200 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Diegogrc's solution](#)

438.

1097B

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

Quality: 35,951 global accepts · Rating: 1200 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[Diegogrc's solution](#)

439.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Diegogrc's solution](#)

440.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: implementation, math

[Diegogrc's solution](#)

441.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

442.

1076B

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

Quality: 14,586 global accepts · Rating: 1200 · first AC: 2018-11-15 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Diegogrc's solution](#)

443.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-15 · GNU C++11 (first AC) · Tags: greedy, strings

[Diegogrc's solution](#)

444.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,982 global accepts · Rating: 1200 · first AC: 2018-01-17 · last AC: 2018-10-16 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[Diegogrc's solution](#)

445.

1051A

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

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[Diegogrc's solution](#)

446.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, implementation

[Diegogrc's solution](#)

447.

1028B

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

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[Diegogrc's solution](#)

448.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,464 global accepts · Rating: 1200 · first AC: 2018-08-24 · GNU C++11 (first AC) · Tags: dp, greedy, math
[Diegogrc's solution](#)

449.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: implementation, math
[Diegogrc's solution](#)

450.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: greedy
[Diegogrc's solution](#)

451.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation, math
[Diegogrc's solution](#)

452.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-08-06 · GNU C++11 (first AC) · Tags: implementation
[Diegogrc's solution](#)

453.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: implementation, math
[Diegogrc's solution](#)

454.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: greedy
[Diegogrc's solution](#)

455.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation
[Diegogrc's solution](#)

456.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,361 global accepts · Rating: 1200 · first AC: 2018-07-17 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers
[Diegogrc's solution](#)

457.

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2018-07-17 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[Diegogrc's solution](#)

458.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-07-15 · GNU C++11 (first AC) · Tags: brute force, math

[Diegogrc's solution](#)

459.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Diegogrc's solution](#)

460.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · GNU C++11 (first AC) · Tags: greedy, implementation

[Diegogrc's solution](#)

461.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[Diegogrc's solution](#)

462.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: greedy, sortings

[Diegogrc's solution](#)

463.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

464.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Diegogrc's solution](#)

465.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

466.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,344 global accepts · Rating: 1200 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers

[Diegogrc's solution](#)

467.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: dsu, greedy, implementation

[Diegogrc's solution](#)

468.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2017-02-17 · last AC: 2018-03-28 · GNU C++ (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[Diegogrc's solution](#)

469.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[Diegogrc's solution](#)

470.

940A

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

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-26 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings
[Diegogrc's solution](#)

471.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[Diegogrc's solution](#)

472.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2018-02-10 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[Diegogrc's solution](#)

473.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: implementation
[Diegogrc's solution](#)

474.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2018-01-22 · GNU C++11 (first AC) · Tags: games, greedy, implementation
[Diegogrc's solution](#)

475.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: brute force, two pointers
[Diegogrc's solution](#)

476.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,463 global accepts · Rating: 1200 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, trees
[Diegogrc's solution](#)

477.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation
[Diegogrc's solution](#)

478.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation
[Diegogrc's solution](#)

479.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy
[Diegogrc's solution](#)

480.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: greedy, implementation

[Diegogrc's solution](#)

481.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,635 global accepts · Rating: 1200 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: greedy

[Diegogrc's solution](#)

482.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[Diegogrc's solution](#)

483.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,405 global accepts · Rating: 1200 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: data structures, implementation

[Diegogrc's solution](#)

484.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2017-06-04 · GNU C++ (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[Diegogrc's solution](#)

485.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,861 global accepts · Rating: 1200 · first AC: 2017-06-02 · GNU C++ (first AC) · Tags: dp, implementation, sortings

[Diegogrc's solution](#)

486.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,185 global accepts · Rating: 1200 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: binary search, implementation, math, sortings

[Diegogrc's solution](#)

487.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2017-03-24 · GNU C++ (first AC) · Tags: brute force, implementation

[Diegogrc's solution](#)

488.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,902 global accepts · Rating: 1200 · first AC: 2017-02-16 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[Diegogrc's solution](#)

489.

1741D

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

Quality: 18,338 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[Diegogrc's solution](#)

490.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[Diegogrc's solution](#)

491.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1300 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Diegogrc's solution](#)

492.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, sortings

[Diegogrc's solution](#)

493.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,720 global accepts · Rating: 1300 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Diegogrc's solution](#)

494.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Diegogrc's solution](#)

495.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Diegogrc's solution](#)

496.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Diegogrc's solution](#)

497.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Diegogrc's solution](#)

498.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Diegogrc's solution](#)

499.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, strings

[Diegogrc's solution](#)

500.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Diegogrc's solution](#)

501.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,996 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Diegogrc's solution](#)

502.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Diegogrc's solution](#)

503.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[Diegogrc's solution](#)

504.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Diegogrc's solution](#)

505.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Diegogrc's solution](#)

506.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,045 global accepts · Rating: 1300 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[Diegogrc's solution](#)

507.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 1300 · first AC: 2020-04-13 · last AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Diegogrc's solution](#)

508.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Diegogrc's solution](#)

509.

476B

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

Quality: 37,021 global accepts · Rating: 1300 · first AC: 2017-03-25 · last AC: 2020-04-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[Diegogrc's solution](#)

510.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,520 global accepts · Rating: 1300 · first AC: 2019-10-01 · last AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[Diegogrc's solution](#)

511.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Diegogrc's solution](#)

512.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[Diegogrc's solution](#)

513.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math
[Diegogrc's solution](#)

514.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[Diegogrc's solution](#)

515.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,777 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers
[Diegogrc's solution](#)

516.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[Diegogrc's solution](#)

517.

485B

[Valuable Resources](#) · [Tutorial](#)

Quality: 6,791 global accepts · Rating: 1300 · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[Diegogrc's solution](#)

518.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1300 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy
[Diegogrc's solution](#)

519.

146B

[Lucky Mask](#) · [Tutorial](#)

Quality: 4,974 global accepts · Rating: 1300 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[Diegogrc's solution](#)

520.

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Diegogrc's solution](#)

521.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[Diegogrc's solution](#)

522.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2019-09-27 · C++14 (GCC 6-32) (first AC) · Tags: math
[Diegogrc's solution](#)

523.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Diegogrc's solution](#)

524.

1217A

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

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

[Diegogrc's solution](#)

525.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Diegogrc's solution](#)

526.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,399 global accepts · Rating: 1300 · first AC: 2019-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Diegogrc's solution](#)

527.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,254 global accepts · Rating: 1300 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Diegogrc's solution](#)

528.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Diegogrc's solution](#)

529.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Diegogrc's solution](#)

530.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Diegogrc's solution](#)

531.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Diegogrc's solution](#)

532.

1152B

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

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[Diegogrc's solution](#)

533.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Diegogrc's solution](#)

534.

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[Diegogrc's solution](#)

535.

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2019-02-12 · GNU C++11 (first AC) · Tags: greedy

[Diegogrc's solution](#)

536.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-27 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[Diegogrc's solution](#)

537.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[Diegogrc's solution](#)

538.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 1300 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

539.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: greedy, implementation

[Diegogrc's solution](#)

540.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: combinatorics, math, strings

[Diegogrc's solution](#)

541.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-15 · GNU C++11 (first AC) · Tags: binary search, math

[Diegogrc's solution](#)

542.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[Diegogrc's solution](#)

543.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Diegogrc's solution](#)

544.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[Diegogrc's solution](#)

545.

1065B

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

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Diegogrc's solution](#)

546.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

547.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,838 global accepts · Rating: 1300 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Diegogrc's solution](#)

548.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Diegogrc's solution](#)

549.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Diegogrc's solution](#)

550.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: greedy

[Diegogrc's solution](#)

551.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-08-24 · GNU C++11 (first AC) · Tags: implementation, strings

[Diegogrc's solution](#)

552.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[Diegogrc's solution](#)

553.

876B

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

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2018-07-15 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Diegogrc's solution](#)

554.

1008C

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

Rating: 1300 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: combinatorics, math

[Diegogrc's solution](#)

555.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2018-07-11 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Diegogrc's solution](#)

556.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Diegogrc's solution](#)

557.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: binary search, math

[Diegogrc's solution](#)

558.

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,945 global accepts · Rating: 1300 · first AC: 2018-06-04 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

559.

982B

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

Quality: 8,947 global accepts · Rating: 1300 · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[Diegogrc's solution](#)

560.

430C

[Xor-tree](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Diegogrc's solution](#)

561.

246B

[Increase and Decrease](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1300 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: greedy, math

[Diegogrc's solution](#)

562.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: implementation, math

[Diegogrc's solution](#)

563.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-27 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

564.

964B

[Messages](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: math

[Diegogrc's solution](#)

565.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Diegogrc's solution](#)

566.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

567.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2018-03-25 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

568.

953A

[2-3-numbers](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-17 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

569.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: greedy, strings

[Diegogrc's solution](#)

570.

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar

[Diegogrc's solution](#)

571.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-08 · GNU C++11 (first AC) · Tags: brute force

[Diegogrc's solution](#)

572.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-08 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

573.

919C

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

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: brute force, implementation

[Diegogrc's solution](#)

574.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

575.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,835 global accepts · Rating: 1300 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, number theory

[Diegogrc's solution](#)

576.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Diegogrc's solution](#)

577.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[Diegogrc's solution](#)

578.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,269 global accepts · Rating: 1300 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[Diegogrc's solution](#)

579.

890C

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

Rating: 1300 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: greedy, implementation, trees

[Diegogrc's solution](#)

580.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[Diegogrc's solution](#)

581.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,646 global accepts · Rating: 1300 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Diegogrc's solution](#)

582.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-09 · GNU C++ (first AC) · Tags: constructive algorithms

[Diegogrc's solution](#)

583.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-24 · GNU C++ (first AC) · Tags: implementation

[Diegogrc's solution](#)

584.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,209 global accepts · Rating: 1300 · first AC: 2017-04-23 · GNU C++ (first AC) · Tags: brute force, dp, strings

[Diegogrc's solution](#)

585.

4C

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

Quality: 108,139 global accepts · Rating: 1300 · first AC: 2017-03-22 · GNU C++ (first AC) · Tags: data structures, hashing, implementation

[Diegogrc's solution](#)

586.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,877 global accepts · Rating: 1300 · first AC: 2017-02-17 · GNU C++ (first AC) · Tags: brute force, dp

[Diegogrc's solution](#)

587.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,104 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[Diegogrc's solution](#)

588.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Diegogrc's solution](#)

589.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,496 global accepts · Rating: 1400 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Diegogrc's solution](#)

590.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Diegogrc's solution](#)

591.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Diegogrc's solution](#)

592.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[Diegogrc's solution](#)

593.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Diegogrc's solution](#)

594.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[Diegogrc's solution](#)

595.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[Diegogrc's solution](#)

596.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-23 · last AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Diegogrc's solution](#)

597.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Diegogrc's solution](#)

598.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Diegogrc's solution](#)

599.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[Diegogrc's solution](#)

600.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[Diegogrc's solution](#)

601.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 1400 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Diegogrc's solution](#)

602.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Diegogrc's solution](#)

603.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-05-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[Diegogrc's solution](#)

604.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math, ternary search

[Diegogrc's solution](#)

605.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Diegogrc's solution](#)

606.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[Diegogrc's solution](#)

607.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,456 global accepts · Rating: 1400 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Diegogrc's solution](#)

608.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Diegogrc's solution](#)

609.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-08 · PyPy 3 (first AC) · Tags: data structures, implementation

[Diegogrc's solution](#)

610.

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Diegogrc's solution](#)

611.

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Diegogrc's solution](#)

612.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Diegogrc's solution](#)

613.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[Diegogrc's solution](#)

614.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Diegogrc's solution](#)

615.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Diegogrc's solution](#)

616.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Diegogrc's solution](#)

617.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Diegogrc's solution](#)

618.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Diegogrc's solution](#)

619.

493B

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

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Diegogrc's solution](#)

620.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Diegogrc's solution](#)

621.

111A

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

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Diegogrc's solution](#)

622.

675B

[Restoring Painting](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[Diegogrc's solution](#)

623.

1214A

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

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

[Diegogrc's solution](#)

624.

1167C

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

Quality: 26,000 global accepts · Rating: 1400 · first AC: 2019-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Diegogrc's solution](#)

625.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[Diegogrc's solution](#)

626.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Diegogrc's solution](#)

627.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Diegogrc's solution](#)

628.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,646 global accepts · Rating: 1400 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[Diegogrc's solution](#)

629.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Diegogrc's solution](#)

630.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Diegogrc's solution](#)

631.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu
[Diegogrc's solution](#)

632.

1131B

[Draw!](#) · [Tutorial](#)

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

633.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-11 · GNU C++11 (first AC) · Tags: greedy, sortings
[Diegogrc's solution](#)

634.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[Diegogrc's solution](#)

635.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-01-10 · GNU C++11 (first AC) · Tags: greedy, sortings
[Diegogrc's solution](#)

636.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: greedy, implementation
[Diegogrc's solution](#)

637.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: math, number theory
[Diegogrc's solution](#)

638.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: bitmasks, greedy
[Diegogrc's solution](#)

639.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,464 global accepts · Rating: 1400 · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: greedy, sortings
[Diegogrc's solution](#)

640.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: implementation, math, matrices
[Diegogrc's solution](#)

641.

1088C

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

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

[Diegogrc's solution](#)

642.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-23 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Diegogrc's solution](#)

643.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

644.

505B

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

Quality: 14,981 global accepts · Rating: 1400 · first AC: 2018-09-27 · last AC: 2018-09-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs

[Diegogrc's solution](#)

645.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,181 global accepts · Rating: 1400 · first AC: 2018-09-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[Diegogrc's solution](#)

646.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,629 global accepts · Rating: 1400 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: brute force, data structures, geometry, implementation, math

[Diegogrc's solution](#)

647.

689A

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

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2018-08-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Diegogrc's solution](#)

648.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[Diegogrc's solution](#)

649.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Diegogrc's solution](#)

650.

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[Diegogrc's solution](#)

651.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1400 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[Diegogrc's solution](#)

652.

430B

[Balls Game](#) · [Tutorial](#)

Quality: 4,120 global accepts · Rating: 1400 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: brute force, two pointers

[Diegogrc's solution](#)

653.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: binary search

[Diegogrc's solution](#)

654.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Diegogrc's solution](#)

655.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[Diegogrc's solution](#)

656.

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2018-03-25 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

657.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: implementation, strings

[Diegogrc's solution](#)

658.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-02-27 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Diegogrc's solution](#)

659.

940B

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

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-26 · GNU C++11 (first AC) · Tags: dp, greedy

[Diegogrc's solution](#)

660.

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,601 global accepts · Rating: 1400 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: brute force, games

[Diegogrc's solution](#)

661.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[Diegogrc's solution](#)

662.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Diegogrc's solution](#)

663.

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

664.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[Diegogrc's solution](#)

665.

867B

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-10-02 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[Diegogrc's solution](#)

666.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1400 · first AC: 2017-06-19 · GNU C++ (first AC) · Tags: binary search, data structures, implementation

[Diegogrc's solution](#)

667.

414B

[Mashmoh and ACM](#) · [Tutorial](#)

Quality: 29,178 global accepts · Rating: 1400 · first AC: 2017-06-02 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[Diegogrc's solution](#)

668.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2017-04-28 · GNU C++ (first AC) · Tags: dp

[Diegogrc's solution](#)

669.

489C

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

Quality: 51,679 global accepts · Rating: 1400 · first AC: 2017-03-25 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[Diegogrc's solution](#)

670.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1400 · first AC: 2017-03-24 · GNU C++ (first AC) · Tags: brute force, hashing, implementation, math, strings

[Diegogrc's solution](#)

671.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,650 global accepts · Rating: 1500 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Diegogrc's solution](#)

672.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Diegogrc's solution](#)

673.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math,

sortings

[Diegogrc's solution](#)

674.

1486B

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

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Diegogrc's solution](#)

675.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Diegogrc's solution](#)

676.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[Diegogrc's solution](#)

677.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Diegogrc's solution](#)

678.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Diegogrc's solution](#)

679.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Diegogrc's solution](#)

680.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Diegogrc's solution](#)

681.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[Diegogrc's solution](#)

682.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation

[Diegogrc's solution](#)

683.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and

similar, math

[Diegogrc's solution](#)

684.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, two pointers

[Diegogrc's solution](#)

685.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[Diegogrc's solution](#)

686.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Diegogrc's solution](#)

687.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Diegogrc's solution](#)

688.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2017-06-02 · last AC: 2020-04-06 · GNU C++ (first AC) · Tags: dp, math, matrices

[Diegogrc's solution](#)

689.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Diegogrc's solution](#)

690.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Diegogrc's solution](#)

691.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Diegogrc's solution](#)

692.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings

[Diegogrc's solution](#)

693.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[Diegogrc's solution](#)

694.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: math
[Diegogrc's solution](#)

695.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[Diegogrc's solution](#)

696.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Diegogrc's solution](#)

697.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle
[Diegogrc's solution](#)

698.

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[Diegogrc's solution](#)

699.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[Diegogrc's solution](#)

700.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2019-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[Diegogrc's solution](#)

701.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Diegogrc's solution](#)

702.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, strings, two pointers
[Diegogrc's solution](#)

703.

367A

[Sereja and Algorithm](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[Diegogrc's solution](#)

704.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Diegogrc's solution](#)

705.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Diegogrc's solution](#)

706.

1207C

[Gas Pipeline](#) · [Tutorial](#)

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

[Diegogrc's solution](#)

707.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Diegogrc's solution](#)

708.

1158A

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

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Diegogrc's solution](#)

709.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Diegogrc's solution](#)

710.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-06-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Diegogrc's solution](#)

711.

1163B1

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

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Diegogrc's solution](#)

712.

1162C

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Diegogrc's solution](#)

713.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Diegogrc's solution](#)

714.

1119C

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

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

implementation, math

[Diegogrc's solution](#)

715.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[Diegogrc's solution](#)

716.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[Diegogrc's solution](#)

717.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Diegogrc's solution](#)

718.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Diegogrc's solution](#)

719.

1133D

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

Quality: 16,449 global accepts · Rating: 1500 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[Diegogrc's solution](#)

720.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Diegogrc's solution](#)

721.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Diegogrc's solution](#)

722.

1106B

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

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, implementation

[Diegogrc's solution](#)

723.

1106D

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

Quality: 19,654 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Diegogrc's solution](#)

724.

1105C

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

Quality: 11,366 global accepts · Rating: 1500 · first AC: 2019-01-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Diegogrc's solution](#)

725.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1500 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: sortings

[Diegogrc's solution](#)

726.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

727.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-10 · GNU C++11 (first AC) · Tags: greedy, strings

[Diegogrc's solution](#)

728.

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Diegogrc's solution](#)

729.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: dp, number theory

[Diegogrc's solution](#)

730.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Diegogrc's solution](#)

731.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Diegogrc's solution](#)

732.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-22 · GNU C++11 (first AC) · Tags: greedy

[Diegogrc's solution](#)

733.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Diegogrc's solution](#)

734.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1500 · first AC: 2017-09-21 · last AC: 2018-10-18 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[Diegogrc's solution](#)

735.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,652 global accepts · Rating: 1500 · first AC: 2018-09-27 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Diegogrc's solution](#)

736.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,459 global accepts · Rating: 1500 · first AC: 2018-09-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Diegogrc's solution](#)

737.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2018-09-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Diegogrc's solution](#)

738.

520C

[DNA Alignment](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 1500 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: math, strings

[Diegogrc's solution](#)

739.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Diegogrc's solution](#)

740.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,134 global accepts · Rating: 1500 · first AC: 2017-03-25 · last AC: 2018-09-25 · GNU C++11 (first AC) · Tags: brute force, dp, math

[Diegogrc's solution](#)

741.

1051C

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

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

[Diegogrc's solution](#)

742.

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: implementation, math

[Diegogrc's solution](#)

743.

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[Diegogrc's solution](#)

744.

876D

[Sorting the Coins](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-15 · GNU C++11 (first AC) · Tags: dsu, implementation, sortings, trees, two pointers

[Diegogrc's solution](#)

745.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2018-07-11 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[Diegogrc's solution](#)

746.

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: math

[Diegogrc's solution](#)

747.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-27 · GNU C++11 (first AC) · Tags: greedy

[Diegogrc's solution](#)

748.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: dp, greedy

[Diegogrc's solution](#)

749.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: binary search, implementation

[Diegogrc's solution](#)

750.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

751.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: greedy

[Diegogrc's solution](#)

752.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,855 global accepts · Rating: 1500 · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Diegogrc's solution](#)

753.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Diegogrc's solution](#)

754.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2018-04-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Diegogrc's solution](#)

755.

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Diegogrc's solution](#)

756.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[Diegogrc's solution](#)

757.

931D

[Peculiar apple-tree](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Diegogrc's solution](#)

758.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2018-01-27 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Diegogrc's solution](#)

759.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2018-01-25 · GNU C++11 (first AC) · Tags: brute force, implementation

[Diegogrc's solution](#)

760.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2018-01-19 · GNU C++11 (first AC) · Tags: dp, implementation

[Diegogrc's solution](#)

761.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2018-01-18 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math

[Diegogrc's solution](#)

762.

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-01-17 · GNU C++11 (first AC) · Tags: greedy

[Diegogrc's solution](#)

763.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2018-01-11 · GNU C++11 (first AC) · Tags: dp, games

[Diegogrc's solution](#)

764.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2018-01-04 · GNU C++11 (first AC) · Tags: *special, brute force, dp, strings

[Diegogrc's solution](#)

765.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math

[Diegogrc's solution](#)

766.

356A

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

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2017-12-24 · GNU C++11 (first AC) · Tags: data structures, dsu

[Diegogrc's solution](#)

767.

902C

[Hashing Trees](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms

[Diegogrc's solution](#)

768.

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,975 global accepts · Rating: 1500 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[Diegogrc's solution](#)

769.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: brute force, dp

[Diegogrc's solution](#)

770.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Diegogrc's solution](#)

771.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[Diegogrc's solution](#)

772.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1500 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[Diegogrc's solution](#)

773.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2017-06-04 · GNU C++ (first AC) · Tags: dp, implementation

[Diegogrc's solution](#)

774.

272C

[Dima and Staircase](#) · [Tutorial](#)

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: data structures, implementation

[Diegogrc's solution](#)

775.

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2017-04-11 · GNU C++ (first AC) · Tags: dfs and similar

[Diegogrc's solution](#)

776.

574B

[Bear and Three Musketeers](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2017-03-22 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Diegogrc's solution](#)

777.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,225 global accepts · Rating: 1500 · first AC: 2017-03-22 · GNU C++ (first AC) · Tags: hashing, implementation

[Diegogrc's solution](#)

778.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,641 global accepts · Rating: 1500 · first AC: 2017-02-18 · GNU C++ (first AC) · Tags: brute force, dp, greedy, implementation, strings

[Diegogrc's solution](#)

779.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,973 global accepts · Rating: 1500 · first AC: 2017-02-15 · last AC: 2017-02-16 · GNU C++ (first AC) · Tags: dp

[Diegogrc's solution](#)

780.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Diegogrc's solution](#)

781.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[Diegogrc's solution](#)

782.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[Diegogrc's solution](#)

783.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, number theory

[Diegogrc's solution](#)

784.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Diegogrc's solution](#)

785.

1476C

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

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[Diegogrc's solution](#)

786.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Diegogrc's solution](#)

787.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Diegogrc's solution](#)

788.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[Diegogrc's solution](#)

789.

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Diegogrc's solution](#)

790.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[Diegogrc's solution](#)

791.

1455D

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

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Diegogrc's solution](#)

792.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Diegogrc's solution](#)

793.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Diegogrc's solution](#)

794.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[Diegogrc's solution](#)

795.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[Diegogrc's solution](#)

796.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-05-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Diegogrc's solution](#)

797.

1305C

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

Quality: 18,784 global accepts · Rating: 1600 · first AC: 2020-05-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math, number theory

[Diegogrc's solution](#)

798.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[Diegogrc's solution](#)

799.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[Diegogrc's solution](#)

800.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Diegogrc's solution](#)

801.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, sortings

[Diegogrc's solution](#)

802.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Diegogrc's solution](#)

803.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Diegogrc's solution](#)

804.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Diegogrc's solution](#)

805.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,666 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Diegogrc's solution](#)

806.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Diegogrc's solution](#)

807.

1261B1

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

Rating: 1600 · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Diegogrc's solution](#)

808.

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2020-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Diegogrc's solution](#)

809.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Diegogrc's solution](#)

810.

1251C

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

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Diegogrc's solution](#)

811.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,202 global accepts · Rating: 1600 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Diegogrc's solution](#)

812.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[Diegogrc's solution](#)

813.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Diegogrc's solution](#)

814.

380A

[Sereja and Prefixes](#) · [Tutorial](#)

Quality: 2,911 global accepts · Rating: 1600 · first AC: 2019-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force

[Diegogrc's solution](#)

815.

1238C

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

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Diegogrc's solution](#)

816.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Diegogrc's solution](#)

817.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Diegogrc's solution](#)

818.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Diegogrc's solution](#)

819.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[Diegogrc's solution](#)

820.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

[Diegogrc's solution](#)

821.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2019-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Diegogrc's solution](#)

822.

1165D

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

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2019-08-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Diegogrc's solution](#)

823.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Diegogrc's solution](#)

824.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[Diegogrc's solution](#)

825.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,431 global accepts · Rating: 1600 · first AC: 2019-06-17 · PyPy 3 (first AC) · Tags: data structures, expression parsing, implementation

[Diegogrc's solution](#)

826.

1163B2

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

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Diegogrc's solution](#)

827.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[Diegogrc's solution](#)

828.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Diegogrc's solution](#)

829.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Diegogrc's solution](#)

830.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Diegogrc's solution](#)

831.

453A

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

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2019-03-25 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[Diegogrc's solution](#)

832.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[Diegogrc's solution](#)

833.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[Diegogrc's solution](#)

834.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Diegogrc's solution](#)

835.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Diegogrc's solution](#)

836.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: binary search, sortings

[Diegogrc's solution](#)

837.

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[Diegogrc's solution](#)

838.

1096C

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

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: brute force, geometry

[Diegogrc's solution](#)

839.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

840.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 1600 · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math

[Diegogrc's solution](#)

841.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, sortings

[Diegogrc's solution](#)

842.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: dp, implementation

[Diegogrc's solution](#)

843.

1082C

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

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: greedy, sortings

[Diegogrc's solution](#)

844.

1082B

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

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: greedy

[Diegogrc's solution](#)

845.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Diegogrc's solution](#)

846.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: greedy

[Diegogrc's solution](#)

847.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: brute force, dp, games

[Diegogrc's solution](#)

848.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Diegogrc's solution](#)

849.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[Diegogrc's solution](#)

850.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2018-10-03 · GNU C++11 (first AC) · Tags: greedy

[Diegogrc's solution](#)

851.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2018-09-25 · last AC: 2018-09-25 · GNU C++11 (first AC) · Tags: dp, two pointers

[Diegogrc's solution](#)

852.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-09-10 · GNU C++11 (first AC) · Tags: geometry, implementation, sortings

[Diegogrc's solution](#)

853.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Diegogrc's solution](#)

854.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-21 · GNU C++11 (first AC) · Tags: brute force, greedy, number theory

[Diegogrc's solution](#)

855.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: greedy

[Diegogrc's solution](#)

856.

689B

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

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2018-08-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Diegogrc's solution](#)

857.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Diegogrc's solution](#)

858.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: math

[Diegogrc's solution](#)

859.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-07-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Diegogrc's solution](#)

860.

879C

[Short Program](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-07-04 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, graph matchings

[Diegogrc's solution](#)

861.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: math, number theory

[Diegogrc's solution](#)

862.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: math

[Diegogrc's solution](#)

863.

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Diegogrc's solution](#)

864.

430D

[Working out](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: brute force, dp

[Diegogrc's solution](#)

865.

430A

[Points and Segments \(easy\)](#) · [Tutorial](#)

Quality: 2,407 global accepts · Rating: 1600 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Diegogrc's solution](#)

866.

979C

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

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[Diegogrc's solution](#)

867.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: constructive algorithms

[Diegogrc's solution](#)

868.

967C

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search

[Diegogrc's solution](#)

869.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[Diegogrc's solution](#)

870.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Diegogrc's solution](#)

871.

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Diegogrc's solution](#)

872.

948C

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: binary search, data structures

[Diegogrc's solution](#)

873.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2018-02-17 · last AC: 2018-02-17 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[Diegogrc's solution](#)

874.

939C

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

Quality: 4,925 global accepts · Rating: 1600 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: binary search, two pointers

[Diegogrc's solution](#)

875.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Diegogrc's solution](#)

876.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,566 global accepts · Rating: 1600 · first AC: 2018-02-08 · GNU C++11 (first AC) · Tags: brute force, number theory

[Diegogrc's solution](#)

877.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2018-01-27 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Diegogrc's solution](#)

878.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2018-01-23 · GNU C++11 (first AC) · Tags: greedy, two pointers

[Diegogrc's solution](#)

879.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Diegogrc's solution](#)

880.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-09 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[Diegogrc's solution](#)

881.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,705 global accepts · Rating: 1600 · first AC: 2018-01-04 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation

[Diegogrc's solution](#)

882.

831E

[Cards Sorting](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-01-03 · GNU C++11 (first AC) · Tags: data structures

[Diegogrc's solution](#)

883.

910B

[Door Frames](#) · [Tutorial](#)

Quality: 1,873 global accepts · Rating: 1600 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[Diegogrc's solution](#)

884.

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: bitmasks, implementation, strings

[Diegogrc's solution](#)

885.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,164 global accepts · Rating: 1600 · first AC: 2017-11-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, sortings

[Diegogrc's solution](#)

886.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Diegogrc's solution](#)

887.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms

[Diegogrc's solution](#)

888.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,388 global accepts · Rating: 1600 · first AC: 2017-08-20 · GNU C++ (first AC) · Tags: dp, implementation

[Diegogrc's solution](#)

889.

447C

[DZY Loves Sequences](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-06-03 · GNU C++ (first AC) · Tags: dp

[Diegogrc's solution](#)

890.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2017-02-21 · last AC: 2017-02-21 · GNU C++ (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[Diegogrc's solution](#)

891.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[Diegogrc's solution](#)

892.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[Diegogrc's solution](#)

893.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[Diegogrc's solution](#)

894.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[Diegogrc's solution](#)

895.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, number theory

[Diegogrc's solution](#)

896.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Diegogrc's solution](#)

897.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Diegogrc's solution](#)

898.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Diegogrc's solution](#)

899.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[Diegogrc's solution](#)

900.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-12-13 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, math

[Diegogrc's solution](#)

901.

1362D

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

Rating: 1700 · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings

[Diegogrc's solution](#)

902.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Diegogrc's solution](#)

903.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Diegogrc's solution](#)

904.

1315D

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Diegogrc's solution](#)

905.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Diegogrc's solution](#)

906.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-05-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Diegogrc's solution](#)

907.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,011 global accepts · Rating: 1700 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[Diegogrc's solution](#)

908.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[Diegogrc's solution](#)

909.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[Diegogrc's solution](#)

910.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Diegogrc's solution](#)

911.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Diegogrc's solution](#)

912.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Diegogrc's solution](#)

913.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,363 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Diegogrc's solution](#)

914.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Diegogrc's solution](#)

915.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-05 · last AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Diegogrc's solution](#)

916.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Diegogrc's solution](#)

917.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Diegogrc's solution](#)

918.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Diegogrc's solution](#)

919.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Diegogrc's solution](#)

920.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2020-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Diegogrc's solution](#)

921.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Diegogrc's solution](#)

922.

1257D

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

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Diegogrc's solution](#)

923.

1256C

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

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Diegogrc's solution](#)

924.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,001 global accepts · Rating: 1700 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths

[Diegogrc's solution](#)

925.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Diegogrc's solution](#)

926.

1237C1

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

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

[Diegogrc's solution](#)

927.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Diegogrc's solution](#)

928.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2018-02-06 · last AC: 2019-10-04 · GNU C++11 (first AC) · Tags: dp

[Diegogrc's solution](#)

929.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Diegogrc's solution](#)

930.

1217C

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

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[Diegogrc's solution](#)

931.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Diegogrc's solution](#)

932.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Diegogrc's solution](#)

933.

1168A

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

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Diegogrc's solution](#)

934.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[Diegogrc's solution](#)

935.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Diegogrc's solution](#)

936.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Diegogrc's solution](#)

937.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive

[Diegogrc's solution](#)

938.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Diegogrc's solution](#)

939.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Diegogrc's solution](#)

940.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,117 global accepts · Rating: 1700 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Diegogrc's solution](#)

941.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Diegogrc's solution](#)

942.

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Diegogrc's solution](#)

943.

1129A1

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

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: brute force, greedy

[Diegogrc's solution](#)

944.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-23 · last AC: 2019-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu

[Diegogrc's solution](#)

945.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Diegogrc's solution](#)

946.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1700 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: brute force, greedy

[Diegogrc's solution](#)

947.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: binary search, greedy

[Diegogrc's solution](#)

948.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Diegogrc's solution](#)

949.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2019-02-12 · last AC: 2019-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[Diegogrc's solution](#)

950.

1114C

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

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[Diegogrc's solution](#)

951.

1111B

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

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2019-02-04 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Diegogrc's solution](#)

952.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-04 · GNU C++11 (first AC) · Tags: binary search, brute force, divide and conquer, math

[Diegogrc's solution](#)

953.

1092C

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: strings

[Diegogrc's solution](#)

954.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2019-01-10 · GNU C++11 (first AC) · Tags: combinatorics, sortings

[Diegogrc's solution](#)

955.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Diegogrc's solution](#)

956.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,887 global accepts · Rating: 1700 · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Diegogrc's solution](#)

957.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: binary search, dfs and similar

[Diegogrc's solution](#)

958.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[Diegogrc's solution](#)

959.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-23 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math, number theory

[Diegogrc's solution](#)

960.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy

[Diegogrc's solution](#)

961.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[Diegogrc's solution](#)

962.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2017-03-24 · last AC: 2018-09-27 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Diegogrc's solution](#)

963.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: geometry

[Diegogrc's solution](#)

964.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: math, number theory

[Diegogrc's solution](#)

965.

1051D

[Bicolorings](#) · [Tutorial](#)

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

[Diegogrc's solution](#)

966.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Diegogrc's solution](#)

967.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Diegogrc's solution](#)

968.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Diegogrc's solution](#)

969.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[Diegogrc's solution](#)

970.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2018-08-14 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math

[Diegogrc's solution](#)

971.

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-11 · GNU C++11 (first AC) · Tags: greedy

[Diegogrc's solution](#)

972.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2018-07-17 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

973.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: greedy, math

[Diegogrc's solution](#)

974.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[Diegogrc's solution](#)

975.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 1700 · first AC: 2018-06-28 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[Diegogrc's solution](#)

976.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[Diegogrc's solution](#)

977.

984C

[Finite or not?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Diegogrc's solution](#)

978.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,658 global accepts · Rating: 1700 · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[Diegogrc's solution](#)

979.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: games, greedy

[Diegogrc's solution](#)

980.

967D

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

Rating: 1700 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: binary search, sortings

[Diegogrc's solution](#)

981.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Diegogrc's solution](#)

982.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

983.

937C

[Save Energy!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: math

[Diegogrc's solution](#)

984.

948B

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Diegogrc's solution](#)

985.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-05 · GNU C++11 (first AC) · Tags: implementation, math

[Diegogrc's solution](#)

986.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,473 global accepts · Rating: 1700 · first AC: 2018-02-06 · last AC: 2018-02-06 · GNU C++11 (first AC) · Tags: dp

[Diegogrc's solution](#)

987.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs

[Diegogrc's solution](#)

988.

918D

[MADMAX](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-01-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

[Diegogrc's solution](#)

989.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: dp, greedy

[Diegogrc's solution](#)

990.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: binary search, math, sortings, two pointers

[Diegogrc's solution](#)

991.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-06-19 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Diegogrc's solution](#)

992.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2017-05-03 · GNU C++ (first AC) · Tags: dp

[Diegogrc's solution](#)

993.

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2017-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, hashing, implementation

[Diegogrc's solution](#)

994.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,549 global accepts · Rating: 1700 · first AC: 2017-03-17 · GNU C++ (first AC) · Tags: data structures, trees

[Diegogrc's solution](#)

995.

1505D

[Xenolith? Hippodrome?](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, number theory

[Diegogrc's solution](#)

996.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, greedy, implementation, shortest paths

[Diegogrc's solution](#)

997.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[Diegogrc's solution](#)

998.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Diegogrc's solution](#)

999.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[Diegogrc's solution](#)

1000.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Diegogrc's solution](#)

1001.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[Diegogrc's solution](#)

1002.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Diegogrc's solution](#)

1003.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Diegogrc's solution](#)

1004.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, sortings

[Diegogrc's solution](#)

1005.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[Diegogrc's solution](#)

1006.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Diegogrc's solution](#)

1007.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, two pointers

[Diegogrc's solution](#)

1008.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, ternary search

[Diegogrc's solution](#)

1009.

1324F

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

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Diegogrc's solution](#)

1010.

1326D2

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

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Diegogrc's solution](#)

1011.

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Diegogrc's solution](#)

1012.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Diegogrc's solution](#)

1013.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Diegogrc's solution](#)

1014.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[Diegogrc's solution](#)

1015.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Diegogrc's solution](#)

1016.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Diegogrc's solution](#)

1017.

1329A

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

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

[Diegogrc's solution](#)

1018.

1261B2

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

Rating: 1800 · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Diegogrc's solution](#)

1019.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[Diegogrc's solution](#)

1020.

1254B1

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

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2020-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Diegogrc's solution](#)

1021.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Diegogrc's solution](#)

1022.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, math

[Diegogrc's solution](#)

1023.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Diegogrc's solution](#)

1024.

1249D1

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

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Diegogrc's solution](#)

1025.

1249D2

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

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Diegogrc's solution](#)

1026.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · last AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[Diegogrc's solution](#)

1027.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[Diegogrc's solution](#)

1028.

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-08-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Diegogrc's solution](#)

1029.

1207D

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

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Diegogrc's solution](#)

1030.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,700 global accepts · Rating: 1800 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[Diegogrc's solution](#)

1031.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[Diegogrc's solution](#)

1032.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Diegogrc's solution](#)

1033.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Diegogrc's solution](#)

1034.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[Diegogrc's solution](#)

1035.

1119D

[Frets On Fire](#) · [Tutorial](#)

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

1036.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings
[Diegogrc's solution](#)

1037.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings
[Diegogrc's solution](#)

1038.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, two pointers
[Diegogrc's solution](#)

1039.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, number theory
[Diegogrc's solution](#)

1040.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings
[Diegogrc's solution](#)

1041.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: brute force, greedy
[Diegogrc's solution](#)

1042.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: dfs and similar, trees
[Diegogrc's solution](#)

1043.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: dp

[Diegogrc's solution](#)

1044.

220B

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

Quality: 12,883 global accepts · Rating: 1800 · first AC: 2018-07-06 · last AC: 2018-12-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[Diegogrc's solution](#)

1045.

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[Diegogrc's solution](#)

1046.

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[Diegogrc's solution](#)

1047.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: binary search, implementation, math, sortings

[Diegogrc's solution](#)

1048.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1800 · first AC: 2017-12-25 · last AC: 2018-12-21 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings

[Diegogrc's solution](#)

1049.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: dp, greedy

[Diegogrc's solution](#)

1050.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Diegogrc's solution](#)

1051.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[Diegogrc's solution](#)

1052.

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: dp

[Diegogrc's solution](#)

1053.

706D

[Vasilii's Multiset](#) · [Tutorial](#)

Quality: 12,584 global accepts · Rating: 1800 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[Diegogrc's solution](#)

1054.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[Diegogrc's solution](#)

1055.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2018-11-16 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[Diegogrc's solution](#)

1056.

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2018-11-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, math

[Diegogrc's solution](#)

1057.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: binary search, two pointers

[Diegogrc's solution](#)

1058.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Diegogrc's solution](#)

1059.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: binary search, implementation

[Diegogrc's solution](#)

1060.

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: binary search, brute force

[Diegogrc's solution](#)

1061.

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2018-09-25 · last AC: 2018-09-25 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[Diegogrc's solution](#)

1062.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: math, number theory

[Diegogrc's solution](#)

1063.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, two pointers

[Diegogrc's solution](#)

1064.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-05 · GNU C++11 (first AC) · Tags: dp, implementation

[Diegogrc's solution](#)

1065.

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: number theory

[Diegogrc's solution](#)

1066.

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: binary search, interactive

[Diegogrc's solution](#)

1067.

1005E1

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

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2018-07-11 · last AC: 2018-07-11 · GNU C++11 (first AC) · Tags: sortings

[Diegogrc's solution](#)

1068.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Diegogrc's solution](#)

1069.

987E

[Petr and Permutations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: math

[Diegogrc's solution](#)

1070.

984D

[XOR-pyramid](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: dp

[Diegogrc's solution](#)

1071.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: greedy

[Diegogrc's solution](#)

1072.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Diegogrc's solution](#)

1073.

953B

[Add Points](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-17 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1074.

948D

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees

[Diegogrc's solution](#)

1075.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: dp

[Diegogrc's solution](#)

1076.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-02-21 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp

[Diegogrc's solution](#)

1077.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search, two pointers

[Diegogrc's solution](#)

1078.

934C

[A Twisty Movement](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[Diegogrc's solution](#)

1079.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: greedy, sortings

[Diegogrc's solution](#)

1080.

918C

[The Monster](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-01-30 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, math

[Diegogrc's solution](#)

1081.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2018-01-27 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Diegogrc's solution](#)

1082.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2018-01-25 · GNU C++11 (first AC) · Tags: brute force, greedy

[Diegogrc's solution](#)

1083.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,028 global accepts · Rating: 1800 · first AC: 2018-01-23 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[Diegogrc's solution](#)

1084.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2018-01-10 · GNU C++11 (first AC) · Tags: dp

[Diegogrc's solution](#)

1085.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Diegogrc's solution](#)

1086.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2017-03-28 · last AC: 2018-01-05 · GNU C++ (first AC) · Tags: dp, hashing, strings

[Diegogrc's solution](#)

1087.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: brute force, math

[Diegogrc's solution](#)

1088.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: dp

[Diegogrc's solution](#)

1089.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2017-11-14 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Diegogrc's solution](#)

1090.

863D

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

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: data structures, implementation

[Diegogrc's solution](#)

1091.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: graphs, implementation

[Diegogrc's solution](#)

1092.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2017-03-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[Diegogrc's solution](#)

1093.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Diegogrc's solution](#)

1094.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Diegogrc's solution](#)

1095.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Diegogrc's solution](#)

1096.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[Diegogrc's solution](#)

1097.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Diegogrc's solution](#)

1098.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Diegogrc's solution](#)

1099.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-04 · last AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[Diegogrc's solution](#)

1100.

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Diegogrc's solution](#)

1101.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Diegogrc's solution](#)

1102.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[Diegogrc's solution](#)

1103.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Diegogrc's solution](#)

1104.

862C

[Mahmoud and Ehab and the xor](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2018-06-25 · last AC: 2020-05-27 · GNU C++11 (first AC) · Tags: constructive algorithms

[Diegogrc's solution](#)

1105.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Diegogrc's solution](#)

1106.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-05-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Diegogrc's solution](#)

1107.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1900 · first AC: 2020-05-19 · last AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Diegogrc's solution](#)**1108.**

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[Diegogrc's solution](#)**1109.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Diegogrc's solution](#)**1110.**

1090B

[LaTeX Expert](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 1900 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)**1111.**

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · last AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[Diegogrc's solution](#)**1112.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1900 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Diegogrc's solution](#)**1113.**

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,569 global accepts · Rating: 1900 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Diegogrc's solution](#)**1114.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Diegogrc's solution](#)**1115.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Diegogrc's solution](#)**1116.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Diegogrc's solution](#)

1117.

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Diegogrc's solution](#)

1118.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[Diegogrc's solution](#)

1119.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2019-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[Diegogrc's solution](#)

1120.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 1900 · first AC: 2019-09-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[Diegogrc's solution](#)

1121.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,222 global accepts · Rating: 1900 · first AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Diegogrc's solution](#)

1122.

1214D

[Treasure Island](#) · [Tutorial](#)

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

[Diegogrc's solution](#)

1123.

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Diegogrc's solution](#)

1124.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Diegogrc's solution](#)

1125.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, math

[Diegogrc's solution](#)

1126.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,451 global accepts · Rating: 1900 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Diegogrc's solution](#)

1127.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[Diegogrc's solution](#)

1128.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,064 global accepts · Rating: 1900 · first AC: 2019-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Diegogrc's solution](#)

1129.

1162D

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: number theory, strings

[Diegogrc's solution](#)

1130.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Diegogrc's solution](#)

1131.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2019-04-22 · last AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Diegogrc's solution](#)

1132.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory, strings

[Diegogrc's solution](#)

1133.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1900 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Diegogrc's solution](#)

1134.

1119E

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

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

[Diegogrc's solution](#)

1135.

1141G

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

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Diegogrc's solution](#)

1136.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Diegogrc's solution](#)

1137.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Diegogrc's solution](#)

1138.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,823 global accepts · Rating: 1900 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[Diegogrc's solution](#)

1139.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[Diegogrc's solution](#)

1140.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Diegogrc's solution](#)

1141.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: dp

[Diegogrc's solution](#)

1142.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Diegogrc's solution](#)

1143.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 1900 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Diegogrc's solution](#)

1144.

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[Diegogrc's solution](#)

1145.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: implementation

[Diegogrc's solution](#)

1146.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: dp, sortings

[Diegogrc's solution](#)

1147.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: dp, flows, greedy

[Diegogrc's solution](#)

1148.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2018-12-12 · last AC: 2018-12-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive

algorithms, graphs, implementation, math

[Diegogrc's solution](#)

1149.

505C

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

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, two pointers

[Diegogrc's solution](#)

1150.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Diegogrc's solution](#)

1151.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-16 · GNU C++11 (first AC) · Tags: data structures, trees

[Diegogrc's solution](#)

1152.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2018-11-16 · GNU C++11 (first AC) · Tags: dp

[Diegogrc's solution](#)

1153.

1063C

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1154.

437D

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Quality: 3,667 global accepts · Rating: 1900 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: dsu, sortings

[Diegogrc's solution](#)

1155.

455B

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Quality: 6,849 global accepts · Rating: 1900 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[Diegogrc's solution](#)

1156.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: greedy, math

[Diegogrc's solution](#)

1157.

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[Diegogrc's solution](#)

1158.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures

[Diegogrc's solution](#)

1159.

1013E

[Hills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: dp

[Diegogrc's solution](#)

1160.

1000D

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Quality: 5,043 global accepts · Rating: 1900 · first AC: 2018-06-27 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Diegogrc's solution](#)

1161.

993B

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Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force

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1162.

547B

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Quality: 10,898 global accepts · Rating: 1900 · first AC: 2018-05-20 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[Diegogrc's solution](#)

1163.

965D

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Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, two pointers

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1164.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: data structures

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1165.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-03 · last AC: 2018-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Diegogrc's solution](#)

1166.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[Diegogrc's solution](#)

1167.

846D

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Quality: 2,840 global accepts · Rating: 1900 · first AC: 2018-01-26 · GNU C++11 (first AC) · Tags: binary search, data structures

[Diegogrc's solution](#)

1168.

510D

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Quality: 6,413 global accepts · Rating: 1900 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, math

[Diegogrc's solution](#)

1169.

479E

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Quality: 5,625 global accepts · Rating: 1900 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Diegogrc's solution](#)

1170.

463D

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Quality: 7,296 global accepts · Rating: 1900 · first AC: 2018-01-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation
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1171.

909E

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Quality: 2,462 global accepts · Rating: 1900 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy
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1172.

61E

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Quality: 15,175 global accepts · Rating: 1900 · first AC: 2017-12-25 · GNU C++11 (first AC) · Tags: data structures, trees
[Diegogrc's solution](#)

1173.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation
[Diegogrc's solution](#)

1174.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1900 · first AC: 2017-09-27 · GNU C++11 (first AC) · Tags: dp
[Diegogrc's solution](#)

1175.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, two pointers
[Diegogrc's solution](#)

1176.

835D

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Quality: 4,660 global accepts · Rating: 1900 · first AC: 2017-08-20 · GNU C++ (first AC) · Tags: brute force, dp, hashing, strings
[Diegogrc's solution](#)

1177.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2017-03-30 · GNU C++ (first AC) · Tags: data structures
[Diegogrc's solution](#)

1178.

463C

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

Quality: 9,182 global accepts · Rating: 1900 · first AC: 2017-03-24 · GNU C++ (first AC) · Tags: greedy, hashing, implementation
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1179.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers
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1180.

1741F

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1181.

1513D

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Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[Diegogrc's solution](#)

1182.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Diegogrc's solution](#)

1183.

1459D

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

Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[Diegogrc's solution](#)

1184.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Diegogrc's solution](#)

1185.

1451E1

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

Quality: 4,920 global accepts · Rating: 2000 · first AC: 2020-12-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Diegogrc's solution](#)

1186.

1454E

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Quality: 6,616 global accepts · Rating: 2000 · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Diegogrc's solution](#)

1187.

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, strings

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1188.

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-15 · last AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Diegogrc's solution](#)

1189.

1427D

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Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Diegogrc's solution](#)

1190.

1408D

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Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Diegogrc's solution](#)

1191.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graphs, greedy

[Diegogrc's solution](#)

1192.

1416C

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Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Diegogrc's solution](#)

1193.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Diegogrc's solution](#)

1194.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Diegogrc's solution](#)

1195.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[Diegogrc's solution](#)

1196.

843B

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Quality: 2,581 global accepts · Rating: 2000 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, interactive, probabilities

[Diegogrc's solution](#)

1197.

1320C

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

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, sortings

[Diegogrc's solution](#)

1198.

1354C2

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Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, math

[Diegogrc's solution](#)

1199.

1316D

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Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Diegogrc's solution](#)

1200.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Diegogrc's solution](#)

1201.

1349C

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Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Diegogrc's solution](#)

1202.

1344B

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Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Diegogrc's solution](#)

1203.

1090K

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Quality: 1,197 global accepts · Rating: 2000 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Diegogrc's solution](#)

1204.

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1205.

1090L

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

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Diegogrc's solution](#)

1206.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Diegogrc's solution](#)

1207.

1304E

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Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[Diegogrc's solution](#)

1208.

776D

[The Door Problem](#) · [Tutorial](#)

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1209.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

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1210.

1257E

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Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · last AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

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1211.

1256E

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1256F

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Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings, strings

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1237D

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1244E

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Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-14 · last AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[Diegogrc's solution](#)**1215.**

1244C

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Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Diegogrc's solution](#)**1216.**

1240B

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Rating: 2000 · first AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[Diegogrc's solution](#)**1217.**

1209G1

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

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1209E1

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Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Diegogrc's solution](#)**1219.**

710E

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[Diegogrc's solution](#)**1220.**

337D

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Quality: 6,907 global accepts · Rating: 2000 · first AC: 2019-09-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

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1221.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2019-09-09 · last AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

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1222.

1214E

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[Diegogrc's solution](#)

1223.

1162E

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-21 · C++14 (GCC 6-32) (first AC) · Tags: games

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1224.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[Diegogrc's solution](#)

1225.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Diegogrc's solution](#)

1226.

1142B

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Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-04-02 · last AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Diegogrc's solution](#)

1227.

2B

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Quality: 12,947 global accepts · Rating: 2000 · first AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Diegogrc's solution](#)

1228.

1132F

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Quality: 10,709 global accepts · Rating: 2000 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

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1229.

449B

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1230.

1129B

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Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-24 · last AC: 2019-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms

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1231.

1131D

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Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[Diegogrc's solution](#)

1232.

366D

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Quality: 1,722 global accepts · Rating: 2000 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers
[Diegogrc's solution](#)

1233.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-12 · last AC: 2019-01-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees
[Diegogrc's solution](#)

1234.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[Diegogrc's solution](#)

1235.

1102F

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Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-01-10 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs
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1236.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,156 global accepts · Rating: 2000 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
[Diegogrc's solution](#)

1237.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy
[Diegogrc's solution](#)

1238.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2018-12-26 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
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1239.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2018-12-26 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings, two pointers
[Diegogrc's solution](#)

1240.

488D

[Strip](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-12-26 · GNU C++11 (first AC) · Tags: data structures, dp, two pointers
[Diegogrc's solution](#)

1241.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2018-12-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, two pointers

[Diegogrc's solution](#)

1242.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2018-12-26 · GNU C++11 (first AC) · Tags: brute force, geometry

[Diegogrc's solution](#)

1243.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2018-12-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Diegogrc's solution](#)

1244.

446B

[DZY Loves Modification](#) · [Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy

[Diegogrc's solution](#)

1245.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 2000 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: brute force, math

[Diegogrc's solution](#)

1246.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Diegogrc's solution](#)

1247.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: binary search, dp

[Diegogrc's solution](#)

1248.

453B

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

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[Diegogrc's solution](#)

1249.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2018-12-20 · GNU C++11 (first AC) · Tags: math

[Diegogrc's solution](#)

1250.

515D

[Drazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2018-12-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Diegogrc's solution](#)

1251.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2018-12-20 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[Diegogrc's solution](#)

1252.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: greedy, strings

[Diegogrc's solution](#)

1253.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[Diegogrc's solution](#)

1254.

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[Diegogrc's solution](#)

1255.

896B

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

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[Diegogrc's solution](#)

1256.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[Diegogrc's solution](#)

1257.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,965 global accepts · Rating: 2000 · first AC: 2018-02-17 · last AC: 2018-11-05 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[Diegogrc's solution](#)

1258.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Diegogrc's solution](#)

1259.

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: math

[Diegogrc's solution](#)

1260.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2018-10-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Diegogrc's solution](#)

1261.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: interactive, math, number theory

[Diegogrc's solution](#)

1262.

963B

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

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Diegogrc's solution](#)

1263.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games

[Diegogrc's solution](#)

1264.

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[Diegogrc's solution](#)

1265.

1011F

[Mars rover](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Diegogrc's solution](#)

1266.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-02 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Diegogrc's solution](#)

1267.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2018-06-25 · GNU C++11 (first AC) · Tags: binary search, divide and conquer, interactive

[Diegogrc's solution](#)

1268.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: math

[Diegogrc's solution](#)

1269.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[Diegogrc's solution](#)

1270.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2000 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[Diegogrc's solution](#)

1271.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2018-01-03 · last AC: 2018-01-03 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[Diegogrc's solution](#)

1272.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Diegogrc's solution](#)

1273.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[Diegogrc's solution](#)

1274.

877E

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

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[Diegogrc's solution](#)

1275.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2017-03-29 · GNU C++ (first AC) · Tags: data structures, schedules

[Diegogrc's solution](#)

1276.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[Diegogrc's solution](#)

1277.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Diegogrc's solution](#)

1278.

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[Diegogrc's solution](#)

1279.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Diegogrc's solution](#)

1280.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Diegogrc's solution](#)

1281.

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Diegogrc's solution](#)

1282.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy,

two pointers

[Diegogrc's solution](#)

1283.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Diegogrc's solution](#)

1284.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Diegogrc's solution](#)

1285.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Diegogrc's solution](#)

1286.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Diegogrc's solution](#)

1287.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar

[Diegogrc's solution](#)

1288.

1363D

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

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive, math

[Diegogrc's solution](#)

1289.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[Diegogrc's solution](#)

1290.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[Diegogrc's solution](#)

1291.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[Diegogrc's solution](#)

1292.

1343E

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

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest

paths, sortings

[Diegogrc's solution](#)

1293.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,591 global accepts · Rating: 2100 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[Diegogrc's solution](#)

1294.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[Diegogrc's solution](#)

1295.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2019-03-03 · last AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[Diegogrc's solution](#)

1296.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[Diegogrc's solution](#)

1297.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[Diegogrc's solution](#)

1298.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Diegogrc's solution](#)

1299.

1254B2

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

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2020-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Diegogrc's solution](#)

1300.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[Diegogrc's solution](#)

1301.

1252G

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

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Diegogrc's solution](#)

1302.

1250C

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

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Diegogrc's solution](#)

1303.

1240C

[Paint the Tree](#) · [Tutorial](#)

Quality: 2100 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[Diegogrc's solution](#)

1304.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Diegogrc's solution](#)

1305.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[Diegogrc's solution](#)

1306.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-23 · last AC: 2019-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Diegogrc's solution](#)

1307.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Diegogrc's solution](#)

1308.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[Diegogrc's solution](#)

1309.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[Diegogrc's solution](#)

1310.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[Diegogrc's solution](#)

1311.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2019-04-16 · last AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Diegogrc's solution](#)

1312.

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2100 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[Diegogrc's solution](#)

1313.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Diegogrc's solution](#)

1314.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dp

[Diegogrc's solution](#)

1315.

1099E

[Nice table](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Diegogrc's solution](#)

1316.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[Diegogrc's solution](#)

1317.

415E

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: divide and conquer, sortings

[Diegogrc's solution](#)

1318.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer

[Diegogrc's solution](#)

1319.

146E

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

Rating: 2100 · first AC: 2018-12-26 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Diegogrc's solution](#)

1320.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2018-12-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Diegogrc's solution](#)

1321.

498C

[Array and Operations](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2018-12-25 · GNU C++11 (first AC) · Tags: flows, graph matchings, number theory

[Diegogrc's solution](#)

1322.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2018-12-24 · last AC: 2018-12-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Diegogrc's solution](#)

1323.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Diegogrc's solution](#)

1324.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: data structures, dp, math

[Diegogrc's solution](#)

1325.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2100 · first AC: 2018-11-16 · GNU C++11 (first AC) · Tags: dp

[Diegogrc's solution](#)

1326.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2018-11-16 · GNU C++11 (first AC) · Tags: data structures, dp

[Diegogrc's solution](#)

1327.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: dp

[Diegogrc's solution](#)

1328.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2018-09-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[Diegogrc's solution](#)

1329.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2018-09-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Diegogrc's solution](#)

1330.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-24 · GNU C++11 (first AC) · Tags: brute force, dp, math, number theory, trees

[Diegogrc's solution](#)

1331.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2018-08-15 · last AC: 2018-08-15 · GNU C++11 (first AC) · Tags: binary search, data structures

[Diegogrc's solution](#)

1332.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Diegogrc's solution](#)

1333.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2018-07-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Diegogrc's solution](#)

1334.

876E

[National Property](#) · [Tutorial](#)

Quality: 2100 · first AC: 2018-07-15 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[Diegogrc's solution](#)

1335.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2018-07-11 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[Diegogrc's solution](#)

1336.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2018-07-04 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Diegogrc's solution](#)

1337.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Diegogrc's solution](#)

1338.

996C

[Tesla](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1339.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2018-06-21 · last AC: 2018-06-21 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Diegogrc's solution](#)

1340.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Diegogrc's solution](#)

1341.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-05-11 · GNU C++11 (first AC) · Tags: dp, math, number theory

[Diegogrc's solution](#)

1342.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-09 · GNU C++11 (first AC) · Tags: brute force, implementation, trees

[Diegogrc's solution](#)

1343.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2100 · first AC: 2017-12-26 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[Diegogrc's solution](#)

1344.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Diegogrc's solution](#)

1345.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[Diegogrc's solution](#)

1346.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[Diegogrc's solution](#)

1347.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math

[Diegogrc's solution](#)

1348.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Diegogrc's solution](#)

1349.

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Diegogrc's solution](#)

1350.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2018-07-06 · last AC: 2021-01-08 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[Diegogrc's solution](#)

1351.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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1352.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[Diegogrc's solution](#)

1353.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

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1354.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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1355.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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1356.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Diegogrc's solution](#)

1357.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Diegogrc's solution](#)

1358.

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2020-05-28 · last AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[Diegogrc's solution](#)

1359.

1305E

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

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-05-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Diegogrc's solution](#)

1360.

1353F

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Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

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1361.

1327D

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Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[Diegogrc's solution](#)

1362.

1097D

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Quality: 3,172 global accepts · Rating: 2200 · first AC: 2020-04-16 · last AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[Diegogrc's solution](#)

1363.

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Diegogrc's solution](#)

1364.

1328F

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Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Diegogrc's solution](#)

1365.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-13 · last AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[Diegogrc's solution](#)

1366.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Diegogrc's solution](#)

1367.

1334E

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Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Diegogrc's solution](#)

1368.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[Diegogrc's solution](#)

1369.

1261D1

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

Rating: 2200 · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Diegogrc's solution](#)

1370.

1261C

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

Rating: 2200 · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[Diegogrc's solution](#)

1371.

1253E

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Quality: 3,064 global accepts · Rating: 2200 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Diegogrc's solution](#)

1372.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Diegogrc's solution](#)

1373.

1238F

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Diegogrc's solution](#)

1374.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Diegogrc's solution](#)

1375.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2019-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

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1376.

1158B

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

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

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1377.

1156D

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Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Diegogrc's solution](#)

1378.

1156E

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Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Diegogrc's solution](#)

1379.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[Diegogrc's solution](#)

1380.

1157G

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Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Diegogrc's solution](#)

1381.

1154G

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Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Diegogrc's solution](#)

1382.

1153E

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Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, interactive

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1383.

507D

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Quality: 2,125 global accepts · Rating: 2200 · first AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Diegogrc's solution](#)

1384.

1140E

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Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[Diegogrc's solution](#)

1385.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, geometry, trees
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1386.

1117E

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Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math
[Diegogrc's solution](#)

1387.

1110E

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Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings
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1388.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-11 · GNU C++11 (first AC) · Tags: dp
[Diegogrc's solution](#)

1389.

1114E

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Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: binary search, interactive, number theory, probabilities
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1390.

1100E

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Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-13 · last AC: 2019-01-13 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs
[Diegogrc's solution](#)

1391.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,675 global accepts · Rating: 2200 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[Diegogrc's solution](#)

1392.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: data structures, implementation
[Diegogrc's solution](#)

1393.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[Diegogrc's solution](#)

1394.

560E

[Gerald and Giant Chess](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-12-25 · GNU C++11 (first AC) · Tags: combinatorics, dp
[Diegogrc's solution](#)

1395.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2018-12-25 · last AC: 2018-12-25 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

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1396.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: greedy

[Diegogrc's solution](#)

1397.

461C

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

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: data structures, implementation

[Diegogrc's solution](#)

1398.

590C

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Quality: 3,553 global accepts · Rating: 2200 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Diegogrc's solution](#)

1399.

425B

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Quality: 1,412 global accepts · Rating: 2200 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[Diegogrc's solution](#)

1400.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2018-11-19 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Diegogrc's solution](#)

1401.

1070A

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Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

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1402.

1065D

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Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, shortest paths

[Diegogrc's solution](#)

1403.

768D

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Quality: 3,424 global accepts · Rating: 2200 · first AC: 2018-09-25 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Diegogrc's solution](#)

1404.

1037E

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Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: graphs

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1405.

980E

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Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-11 · GNU C++11 (first AC) · Tags: data structures, greedy, trees

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1406.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

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1407.

617E

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Quality: 10,613 global accepts · Rating: 2200 · first AC: 2018-03-26 · GNU C++11 (first AC) · Tags: data structures

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1408.

946E

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Quality: 1,244 global accepts · Rating: 2200 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: greedy, implementation

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1409.

903F

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Quality: 772 global accepts · Rating: 2200 · first AC: 2018-01-16 · GNU C++11 (first AC) · Tags: bitmasks, dp

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1410.

915D

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Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

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1411.

7D

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Quality: 4,478 global accepts · Rating: 2200 · first AC: 2017-03-29 · GNU C++ (first AC) · Tags: hashing, strings

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1412.

1468M

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1413.

1451E2

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

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2020-12-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Diegogrc's solution](#)

1414.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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1415.

1408F

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Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

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1416.

1422D

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Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, sortings
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1417.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[Diegogrc's solution](#)

1418.

1310D

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Quality: 1,997 global accepts · Rating: 2300 · first AC: 2020-05-26 · last AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, probabilities
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1419.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 2300 · first AC: 2020-05-14 · last AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings
[Diegogrc's solution](#)

1420.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-05-12 · last AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory
[Diegogrc's solution](#)

1421.

1090E

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Quality: 676 global accepts · Rating: 2300 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[Diegogrc's solution](#)

1422.

1342E

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Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math
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1423.

1228E

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Quality: 3,452 global accepts · Rating: 2300 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
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1424.

1304F1

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Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[Diegogrc's solution](#)

1425.

1250G

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Quality: 775 global accepts · Rating: 2300 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
[Diegogrc's solution](#)

1426.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Diegogrc's solution](#)

1427.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

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1428.

1244F

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Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Diegogrc's solution](#)

1429.

1148E

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Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-08-28 · last AC: 2019-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Diegogrc's solution](#)

1430.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2019-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Diegogrc's solution](#)

1431.

383D

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Quality: 3,342 global accepts · Rating: 2300 · first AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Diegogrc's solution](#)

1432.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2018-09-25 · last AC: 2019-03-21 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Diegogrc's solution](#)

1433.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy

[Diegogrc's solution](#)

1434.

1132D

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

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Diegogrc's solution](#)

1435.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

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1436.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Diegogrc's solution](#)

1437.

787D

[Legacy](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-11-23 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[Diegogrc's solution](#)

1438.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2018-11-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Diegogrc's solution](#)

1439.

1073E

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Quality: 3,573 global accepts · Rating: 2300 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[Diegogrc's solution](#)

1440.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2018-09-27 · last AC: 2018-09-28 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

[Diegogrc's solution](#)

1441.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2018-09-25 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Diegogrc's solution](#)

1442.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2018-01-18 · GNU C++11 (first AC) · Tags: data structures, greedy

[Diegogrc's solution](#)

1443.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2018-01-15 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[Diegogrc's solution](#)

1444.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2017-08-29 · GNU C++ (first AC) · Tags: dp, trees

[Diegogrc's solution](#)

1445.

78D

[Archer's Shot](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 2300 · first AC: 2017-08-13 · last AC: 2017-08-14 · GNU C++ (first AC) · Tags: binary search, geometry, math, two pointers

[Diegogrc's solution](#)

1446.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2020-04-10 · last AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Diegogrc's solution](#)

1447.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[Diegogrc's solution](#)

1448.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Diegogrc's solution](#)

1449.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Diegogrc's solution](#)

1450.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-11-30 · last AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[Diegogrc's solution](#)

1451.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, two pointers

[Diegogrc's solution](#)

1452.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Diegogrc's solution](#)

1453.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Diegogrc's solution](#)

1454.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Diegogrc's solution](#)

1455.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Diegogrc's solution](#)

1456.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2400 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities

[Diegogrc's solution](#)

1457.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[Diegogrc's solution](#)

1458.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · last AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Diegogrc's solution](#)

1459.

1090C

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

Quality: 571 global accepts · Rating: 2400 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Diegogrc's solution](#)

1460.

1340C

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

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Diegogrc's solution](#)

1461.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Diegogrc's solution](#)

1462.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Diegogrc's solution](#)

1463.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Diegogrc's solution](#)

1464.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Diegogrc's solution](#)

1465.

1329C

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

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

[Diegogrc's solution](#)

1466.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2020-03-30 · last AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Diegogrc's solution](#)

1467.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Diegogrc's solution](#)

1468.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2400 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Diegogrc's solution](#)

1469.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, interactive

[Diegogrc's solution](#)

1470.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2019-04-24 · last AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Diegogrc's solution](#)

1471.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[Diegogrc's solution](#)

1472.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[Diegogrc's solution](#)

1473.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2019-03-19 · last AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Diegogrc's solution](#)

1474.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[Diegogrc's solution](#)

1475.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Diegogrc's solution](#)

1476.

1107E

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

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Diegogrc's solution](#)

1477.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Diegogrc's solution](#)

1478.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Diegogrc's solution](#)

1479.

1101F

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

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: binary search, dp

[Diegogrc's solution](#)

1480.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[Diegogrc's solution](#)

1481.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[Diegogrc's solution](#)

1482.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: dp, greedy, math, trees

[Diegogrc's solution](#)

1483.

1051F

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

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2018-09-23 · last AC: 2018-09-23 · GNU C++11 (first AC) · Tags: graphs, shortest paths, trees

[Diegogrc's solution](#)

1484.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[Diegogrc's solution](#)

1485.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2018-07-25 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[Diegogrc's solution](#)

1486.

1005E2

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

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2018-07-11 · GNU C++11 (first AC) · Tags: sortings

[Diegogrc's solution](#)

1487.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2018-07-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Diegogrc's solution](#)

1488.

1004E

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

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2018-07-09 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[Diegogrc's solution](#)

1489.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2018-07-04 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Diegogrc's solution](#)

1490.

984E

[Elevator](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-05-15 · last AC: 2018-05-16 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[Diegogrc's solution](#)

1491.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: graphs, greedy, implementation

[Diegogrc's solution](#)

1492.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2018-04-12 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, matrices

[Diegogrc's solution](#)

1493.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2018-01-14 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[Diegogrc's solution](#)

1494.

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2018-01-09 · GNU C++11 (first AC) · Tags: binary search, dp

[Diegogrc's solution](#)

1495.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2018-01-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Diegogrc's solution](#)

1496.

887D

[Ratings and Reality Shows](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2400 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: data structures, two pointers

[Diegogrc's solution](#)

1497.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Diegogrc's solution](#)

1498.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Diegogrc's solution](#)

1499.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Diegogrc's solution](#)

1500.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[Diegogrc's solution](#)

1501.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[Diegogrc's solution](#)

1502.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Diegogrc's solution](#)

1503.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[Diegogrc's solution](#)

1504.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-05-21 · last AC: 2020-05-21 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, probabilities

[Diegogrc's solution](#)

1505.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[Diegogrc's solution](#)

1506.

1325F

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

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Diegogrc's solution](#)

1507.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[Diegogrc's solution](#)

1508.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Diegogrc's solution](#)

1509.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Diegogrc's solution](#)

1510.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[Diegogrc's solution](#)

1511.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[Diegogrc's solution](#)

1512.

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-09-25 · GNU C++11 (first AC) · Tags: binary search, data structures

[Diegogrc's solution](#)

1513.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Diegogrc's solution](#)

1514.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: binary search, data structures

[Diegogrc's solution](#)

1515.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2018-01-04 · GNU C++11 (first AC) · Tags: data structures

[Diegogrc's solution](#)

1516.

791E

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-01-03 · GNU C++11 (first AC) · Tags: dp

[Diegogrc's solution](#)

1517.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Diegogrc's solution](#)

1518.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data

structures, graphs

[Diegogrc's solution](#)

1519.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Diegogrc's solution](#)

1520.

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[Diegogrc's solution](#)

1521.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Diegogrc's solution](#)

1522.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Diegogrc's solution](#)

1523.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, probabilities

[Diegogrc's solution](#)

1524.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Diegogrc's solution](#)

1525.

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Diegogrc's solution](#)

1526.

1344C

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

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[Diegogrc's solution](#)

1527.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Diegogrc's solution](#)

1528.

1090F

[How to Learn You Score](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 2600 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Diegogrc's solution](#)

1529.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Diegogrc's solution](#)

1530.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-11 · last AC: 2019-02-11 · GNU C++11 (first AC) · Tags: data structures, trees

[Diegogrc's solution](#)

1531.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2019-01-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Diegogrc's solution](#)

1532.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2017-12-14 · last AC: 2018-12-18 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[Diegogrc's solution](#)

1533.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-16 · last AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Diegogrc's solution](#)

1534.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Diegogrc's solution](#)

1535.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[Diegogrc's solution](#)

1536.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-16 · last AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[Diegogrc's solution](#)

1537.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Diegogrc's solution](#)

1538.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-08 · last AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search,

greedy, math

[Diegogrc's solution](#)

1539.

1338D

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

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[Diegogrc's solution](#)

1540.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2020-03-31 · last AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Diegogrc's solution](#)

1541.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2018-07-09 · GNU C++11 (first AC) · Tags: data structures, dsu

[Diegogrc's solution](#)

1542.

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2020-09-28 · last AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Diegogrc's solution](#)

1543.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-07 · GNU C++11 (first AC) · Tags: data structures

[Diegogrc's solution](#)

1544.

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Diegogrc's solution](#)

1545.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2020-05-26 · last AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, probabilities

[Diegogrc's solution](#)

1546.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Diegogrc's solution](#)

1547.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2017-09-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Diegogrc's solution](#)

1548.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1549.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1550.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1551.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1552.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1553.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1554.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1555.

103536B

[Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · last AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1556.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1557.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1558.

102482A

[Catch the Plane](#) · [Tutorial](#)

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

[Diegogrc's solution](#)

1559.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

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

[Diegogrc's solution](#)

1560.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1561.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

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

[Diegogrc's solution](#)

1562.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1563.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1564.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1565.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1566.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1567.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1568.

101239E

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

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1569.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1570.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1571.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1572.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1573.

102785G

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1574.

102785E

[Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1575.

102785C

[Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1576.

102785D

[We were trying to share an orange ...](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · Python 3 (first AC) · Tags: —

[Diegogrc's solution](#)

1577.

102785J

[R u really ready?](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1578.

102785H

[A self-describing sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1579.

102785B

[Gremlins attack!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1580.

102785A

[A lazy controller](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1581.

103940C

[Correcting School Enrollment Errors](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1582.

103940L

[Limited Increasing Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1583.

103940K

[Krystalova's Trivial Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1584.

103940I

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

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1585.

103940J

[Joining the KAK](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1586.

103940H

[How Many Laughs](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1587.

103940G

[Guadalajara trains](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1588.

103940F

[Famous Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1589.

103940E

[Express Warehouse Migration](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1590.

103940D

[21188720-2ee7-481f-9503-3b768a1fd83b](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1591.

103940B

[Binahuatls Prophecy](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1592.

103940A

[Advanced Player Setup](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1593.

101505D

[Rotating Display](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1594.

101505I

[Suspicious Samples](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1595.

101505F

[Tree Stands](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1596.

101505J

[Colorful Tribune](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · last AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1597.

101505K

[Etnetera Brevity Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1598.

101505B

[Hot Air Ballooning](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1599.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1600.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1601.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1602.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1603.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1604.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1605.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1606.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1607.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1608.

101933A

[Altruistic Amphibians](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1609.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1610.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1611.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1612.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · PyPy 3 (first AC) · Tags: —

[Diegogrc's solution](#)

1613.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1614.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1615.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)**1616.**

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)**1617.**

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)**1618.**

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)**1619.**

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)**1620.**

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)**1621.**

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)**1622.**

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)**1623.**

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)**1624.**

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)**1625.**

103081K

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

Rating: — · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1626.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1627.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1628.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1629.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1630.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1631.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1632.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1633.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1634.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1635.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1636.

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1637.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[Diegogrc's solution](#)

1638.

102222G

[Factories](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[Diegogrc's solution](#)

1639.

102222D

[Take Your Seat](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[Diegogrc's solution](#)

1640.

102222B

[Rolling The Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[Diegogrc's solution](#)

1641.

102222H

[Fight Against Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[Diegogrc's solution](#)

1642.

102222F

[Moving On](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[Diegogrc's solution](#)

1643.

102222A

[Maximum Element In A Stack](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[Diegogrc's solution](#)

1644.

102222C

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[Diegogrc's solution](#)

1645.

102465C

[Crosswords](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[Diegogrc's solution](#)

1646.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[Diegogrc's solution](#)

1647.

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[Diegogrc's solution](#)

1648.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1649.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1650.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1651.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1652.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1653.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1654.

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1655.

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1656.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1657.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1658.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1659.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1660.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1661.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1662.

102893D

[Multiple Subject Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1663.

102893F

[SMS from MCHS](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1664.

102893A

[Bank Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1665.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1666.

102896A

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

Rating: — · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1667.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1668.

102896E

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

Rating: — · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1669.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1670.

102896K

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

Rating: — · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[Diegogrc's solution](#)

1671.

102788B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[Diegogrc's solution](#)

1672.

102788F

[Spying Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[Diegogrc's solution](#)

1673.

102788K

[Tower of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[Diegogrc's solution](#)

1674.

102788C

[Magic football](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[Diegogrc's solution](#)

1675.

102788H

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[Diegogrc's solution](#)

1676.

102788D

[38 parrots](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[Diegogrc's solution](#)

1677.

102788E

[Black Box](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[Diegogrc's solution](#)

1678.

102788I

[Hole Punch](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[Diegogrc's solution](#)

1679.

102788J

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

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[Diegogrc's solution](#)

1680.

102788A

[Normal Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[Diegogrc's solution](#)

1681.

102471G

[Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1682.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1683.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1684.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1685.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1686.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1687.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1688.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1689.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1690.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1691.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1692.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1693.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1694.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1695.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1696.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1697.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1698.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1699.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Diegogrc's solution](#)

1700.

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1701.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[Diegogrc's solution](#)

1702.

1331H

[It's showtime](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: — · first AC: 2020-04-01 · UnknownX (first AC) · Tags: *special

[Diegogrc's solution](#)

1703.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, geometry, implementation

[Diegogrc's solution](#)

1704.

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, dp, strings

[Diegogrc's solution](#)

1705.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[Diegogrc's solution](#)

1706.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks

[Diegogrc's solution](#)

1707.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Diegogrc's solution](#)

1708.

102409J

[Best division](#) · [Tutorial](#)

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

[Diegogrc's solution](#)

1709.

102409C

[Xor in Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · last AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1710.

102409E

[Googles wants to maximize](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · last AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1711.

102409I

[Thanos's snap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1712.

102409G

[Ironical Solution 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1713.

102409H

[Maximizing Coins](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1714.

102409F

[Ironical Solution 1](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1715.

102409B

[Xor Sums](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1716.

102152A

[On the Road to Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-29 · last AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1717.

102152L

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1718.

102152K

[Subarrays OR](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1719.

102152D

[XOR Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-29 · last AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1720.

102152B

[Memory Management System](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1721.

102152C

[Large GCD](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1722.

102152J

[Grid Beauty](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1723.

102152I

[Array Negations](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1724.

102152E

[Building Strings](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1725.

102152H

[The Universal String](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[Diegogrc's solution](#)

1726.

102152G

[The Special King](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[Diegogrc's solution](#)

1727.

102152F

[camelCase](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[Diegogrc's solution](#)

1728.

102154B

[Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[Diegogrc's solution](#)

1729.

101968C

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-12 · GNU C++11 (first AC) · Tags: —
[Diegogrc's solution](#)

1730.

101968H

[Win Strategy](#) · [Tutorial](#)

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

1731.

101968D

[Two Sequences](#) · [Tutorial](#)

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

1732.

101149B

[No Time for Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · GNU C++11 (first AC) · Tags: —
[Diegogrc's solution](#)

1733.

101972E

[Stupid Submissions](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: —
[Diegogrc's solution](#)

1734.

101972G

[Minimax](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: —
[Diegogrc's solution](#)

1735.

101972H

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

Rating: — · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: —
[Diegogrc's solution](#)

1736.

101972K

[Cyclic Shift](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1737.

101972D

[Wooden Fence](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1738.

101962J

[Soteris](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1739.

101962C

[Renan and Cirque du Soleil](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1740.

101962F

[Renanzinho and His Toys](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1741.

101962E

[Hat-Xor](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1742.

101962I

[Colonial Mansions](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Diegogrc's solution](#)

1743.

101962B

[Color Changing Sofa](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1744.

101962K

[Rei do Cangaço](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1745.

101915L

[Eyb0ss](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-01 · last AC: 2018-10-01 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1746.

101915E

[Minesweeper](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-01 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1747.

101915I

[A Movie in Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1748.

101915J

[The Volcano Eruption](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1749.

101915G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1750.

101915K

[Poor Ramzi](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1751.

101915D

[Largest Group](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1752.

101915A

[Printing Books](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1753.

101915C

[Shahhoud Training Hussain](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1754.

101915H

[Buying Products](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1755.

101915F

[A Missing Problem in TPC2017](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1756.

101917J

[Luca and Stock](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1757.

101917I

[Water in BeagleTown](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1758.

101917D

[Freddy and minifier](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1759.

101917H

[Diego and drinks](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1760.

101917F

[Minimum Played Times](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1761.

101917C

[Basic Encryption](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1762.

101917A

[Giga-Kilo-Gigabyte](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1763.

101917G

[A+B+C](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)

1764.

100488L

[Two Heads Are Better](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-28 · GNU C++11 (first AC) · Tags: —

[Diegogrc's solution](#)