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Unique solved — DimmyT

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

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Filters: none

Count: 2,919

1.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#)
[DimmyT's solution](#)

2.

2053A

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3.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

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4.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

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5.

2002A

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6.

1956B

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

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

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7.

1956A

[Nene's Game](#) · [Tutorial](#)

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

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8.

1942A

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

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

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9.

1930A

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

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10.

1896A

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11.

1884A

[Simple Design](#) · [Tutorial](#)

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12.

1612A

[Distance](#) · [Tutorial](#)

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13.

705A

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14.

1703A

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15.

1870A

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16.

1867A

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17.

1863A

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18.

1858A

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19.

1836A

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20.

1834A

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21.

1831A

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22.

1837A

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23.

1832A

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24.

1805B

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25.

1805A

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26.

1810B

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27.

1810A

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28.

1806A

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29.

1776A

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30.

1787A

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31.

1781A

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32.

1779A

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33.

1731A

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34.

1769A

[BTC@Dò 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: *special, math

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35.

1764A

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Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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36.

1761A

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Quality: 36,606 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

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37.

1740B

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38.

1740A

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39.

1749A

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40.

1743B

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41.

1743A

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42.

1736A

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43.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[DimmyT's solution](#)

44.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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45.

1705A

[Mark the Photographer](#) · [Tutorial](#)

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46.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

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47.

1697A

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48.

1684B

[Z mod X = C](#) · [Tutorial](#)

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49.

1684A

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50.

1586A

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Rating: 800 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

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51.

1678B1

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

Quality: 16,610 global accepts · Rating: 800 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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52.

1678A

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

Quality: 19,173 global accepts · Rating: 800 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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53.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

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54.

1673A

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55.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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56.

1672A

[Log Chopping](#) · [Tutorial](#)

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57.

1668A

[Direction Change](#) · [Tutorial](#)

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58.

1665A

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59.

1658A

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60.

1656A

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61.

1647A

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62.

1635B

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63.

1635A

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64.

1637A

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65.

1633B

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66.

1633A

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67.

1632A

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68.

1626A

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69.

1625A

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70.

1621A

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71.

1616A

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72.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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73.

1096A

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Quality: 19,632 global accepts · Rating: 800 · first AC: 2021-11-08 · Java 8 (first AC) · Tags: greedy, implementation, math

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74.

1539B

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Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

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75.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

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76.

1455A

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77.

1550A

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78.

1546A

[AquaMoon and Two Arrays](#) · [Tutorial](#)

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79.

1520B

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80.

1538B

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81.

1538A

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82.

1497A

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83.

1487A

[Arena](#) · [Tutorial](#)

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84.

1481A

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85.

1385B

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86.

1454B

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87.

1472B

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88.

1472A

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89.

1454A

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90.

1466A

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91.

1466B

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92.

1465A

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Rating: 800 · first AC: 2020-12-29 · PyPy 3 (first AC) · Tags: implementation, strings

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93.

1461A

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94.

1450A

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95.

1452A

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96.

1452C

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97.

1438A

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98.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: math

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99.

1360B

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Quality: 53,723 global accepts · Rating: 800 · first AC: 2020-10-06 · Java 8 (first AC) · Tags: greedy, sortings

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100.

1360A

[Minimal Square](#) · [Tutorial](#)

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101.

1408A

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102.

1417A

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Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-09-28 · last AC: 2020-09-28 · Java 8 (first AC) · Tags: greedy, math

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103.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,877 global accepts · Rating: 800 · first AC: 2020-09-23 · GNU C11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[DimmyT's solution](#)

104.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,203 global accepts · Rating: 800 · first AC: 2020-09-23 · GNU C11 (first AC) · Tags: constructive algorithms, greedy, number theory

[DimmyT's solution](#)

105.

1398B

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · Python 3 (first AC) · Tags: games, greedy, sortings

[DimmyT's solution](#)

106.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,789 global accepts · Rating: 800 · first AC: 2020-08-14 · Python 3 (first AC) · Tags: geometry, math

[DimmyT's solution](#)

107.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,593 global accepts · Rating: 800 · first AC: 2020-08-05 · last AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[DimmyT's solution](#)

108.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,063 global accepts · Rating: 800 · first AC: 2020-08-09 · Python 3 (first AC) · Tags: constructive algorithms, math

[DimmyT's solution](#)

109.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · PyPy 3 (first AC) · Tags: greedy, math

[DimmyT's solution](#)

110.

1385A

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Quality: 43,337 global accepts · Rating: 800 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[DimmyT's solution](#)

111.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,181 global accepts · Rating: 800 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[DimmyT's solution](#)

112.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[DimmyT's solution](#)

113.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,473 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[DimmyT's solution](#)

114.

1358A

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Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[DimmyT's solution](#)

115.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

116.

1352A

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

Quality: 104,118 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[DimmyT's solution](#)

117.

1348A

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

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

[DimmyT's solution](#)

118.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,798 global accepts · Rating: 800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[DimmyT's solution](#)

119.

1328A

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

Quality: 131,908 global accepts · Rating: 800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[DimmyT's solution](#)

120.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory

[DimmyT's solution](#)

121.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

122.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[DimmyT's solution](#)

123.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 800 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[DimmyT's solution](#)

124.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[DimmyT's solution](#)

125.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[DimmyT's solution](#)

126.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[DimmyT's solution](#)

127.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,703 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[DimmyT's solution](#)

128.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

129.

1088A

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

Quality: 17,636 global accepts · Rating: 800 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[DimmyT's solution](#)

130.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,889 global accepts · Rating: 800 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[DimmyT's solution](#)

131.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[DimmyT's solution](#)

132.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[DimmyT's solution](#)

133.

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[DimmyT's solution](#)

134.

1257A

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

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

[DimmyT's solution](#)

135.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[DimmyT's solution](#)

136.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,068 global accepts · Rating: 800 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[DimmyT's solution](#)

137.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[DimmyT's solution](#)

138.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[DimmyT's solution](#)

139.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,799 global accepts · Rating: 800 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[DimmyT's solution](#)

140.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[DimmyT's solution](#)

141.

1207A

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

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

[DimmyT's solution](#)

142.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[DimmyT's solution](#)

143.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2019-06-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[DimmyT's solution](#)

144.

1148A

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

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

[DimmyT's solution](#)

145.

1162A

[Zoning Restrictions Again](#) · [Tutorial](#)

Quality: 8,751 global accepts · Rating: 800 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

146.

1152A

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

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

[DimmyT's solution](#)

147.

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

148.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[DimmyT's solution](#)

149.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

150.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[DimmyT's solution](#)

151.

1106A

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

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

152.

1104A

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

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[DimmyT's solution](#)

153.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: implementation

[DimmyT's solution](#)

154.

1097A

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

Quality: 43,806 global accepts · Rating: 800 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[DimmyT's solution](#)

155.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[DimmyT's solution](#)

156.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2018-12-16 · last AC: 2018-12-16 · GNU C++11 (first AC) · Tags: math

[DimmyT's solution](#)

157.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

158.

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[DimmyT's solution](#)

159.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 800 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[DimmyT's solution](#)

160.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[DimmyT's solution](#)

161.

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,137 global accepts · Rating: 800 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[DimmyT's solution](#)

162.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[DimmyT's solution](#)

163.

1031A

[Golden Plate](#) · [Tutorial](#)

Quality: 13,396 global accepts · Rating: 800 · first AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[DimmyT's solution](#)

164.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,162 global accepts · Rating: 800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[DimmyT's solution](#)

165.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[DimmyT's solution](#)

166.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[DimmyT's solution](#)

167.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,456 global accepts · Rating: 800 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

168.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,912 global accepts · Rating: 800 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

169.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[DimmyT's solution](#)

170.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[DimmyT's solution](#)

171.

1017A

[The Rank](#) · [Tutorial](#)

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

[DimmyT's solution](#)

172.

1013A

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

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

[DimmyT's solution](#)

173.

1009A

[Game Shopping](#) · [Tutorial](#)

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

[DimmyT's solution](#)

174.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,367 global accepts · Rating: 800 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: dp, greedy

[DimmyT's solution](#)

175.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,213 global accepts · Rating: 800 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: implementation

[DimmyT's solution](#)

176.

987A

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

Quality: 17,502 global accepts · Rating: 800 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: implementation

[DimmyT's solution](#)

177.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,910 global accepts · Rating: 800 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: greedy, strings

[DimmyT's solution](#)

178.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,731 global accepts · Rating: 800 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: implementation

[DimmyT's solution](#)

179.

977A

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

Quality: 217,486 global accepts · Rating: 800 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: implementation

[DimmyT's solution](#)

180.

976A

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

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

[DimmyT's solution](#)

181.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-26 · GNU C++11 (first AC) · Tags: math

[DimmyT's solution](#)

182.

964A

[Splits](#) · [Tutorial](#)

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

[DimmyT's solution](#)

183.

959A

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

Quality: 55,668 global accepts · Rating: 800 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[DimmyT's solution](#)

184.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math

[DimmyT's solution](#)

185.

950A

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

Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[DimmyT's solution](#)

186.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,159 global accepts · Rating: 800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[DimmyT's solution](#)

187.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[DimmyT's solution](#)

188.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[DimmyT's solution](#)

189.

935A

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

Quality: 47,234 global accepts · Rating: 800 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[DimmyT's solution](#)

190.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 800 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[DimmyT's solution](#)

191.

919A

[Supermarket](#) · [Tutorial](#)

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

[DimmyT's solution](#)

192.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,240 global accepts · Rating: 800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[DimmyT's solution](#)

193.

912A

[Tricky Alchemy](#) · [Tutorial](#)

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

[DimmyT's solution](#)

194.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[DimmyT's solution](#)

195.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,092 global accepts · Rating: 800 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

196.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[DimmyT's solution](#)

197.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 800 · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

198.

867A

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

Quality: 20,630 global accepts · Rating: 800 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

199.

855A

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

Quality: 27,347 global accepts · Rating: 800 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[DimmyT's solution](#)

200.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[DimmyT's solution](#)

201.

822A

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

Quality: 36,808 global accepts · Rating: 800 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[DimmyT's solution](#)

202.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,775 global accepts · Rating: 800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[DimmyT's solution](#)

203.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,349 global accepts · Rating: 800 · first AC: 2017-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[DimmyT's solution](#)

204.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[DimmyT's solution](#)

205.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,212 global accepts · Rating: 800 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

206.

785A

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

Quality: 110,952 global accepts · Rating: 800 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[DimmyT's solution](#)

207.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,735 global accepts · Rating: 800 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[DimmyT's solution](#)

208.

782A

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

Rating: 800 · first AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

209.

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, sortings

[DimmyT's solution](#)

210.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 800 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[DimmyT's solution](#)

211.

1954A

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

Quality: 27,629 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[DimmyT's solution](#)

212.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[DimmyT's solution](#)

213.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[DimmyT's solution](#)

214.

1888A

[Chemistry](#) · [Tutorial](#)

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

[DimmyT's solution](#)

215.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[DimmyT's solution](#)

216.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[DimmyT's solution](#)

217.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[DimmyT's solution](#)

218.

1771A

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

Quality: 25,302 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[DimmyT's solution](#)

219.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

220.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[DimmyT's solution](#)

221.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[DimmyT's solution](#)

222.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[DimmyT's solution](#)

223.

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[DimmyT's solution](#)

224.

1696B

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

Quality: 36,323 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[DimmyT's solution](#)

225.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[DimmyT's solution](#)

226.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,167 global accepts · Rating: 900 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[DimmyT's solution](#)

227.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,106 global accepts · Rating: 900 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[DimmyT's solution](#)

228.

1665B

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

Quality: 32,894 global accepts · Rating: 900 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[DimmyT's solution](#)

229.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,200 global accepts · Rating: 900 · first AC: 2021-11-08 · Java 8 (first AC) · Tags: brute force, greedy, math, number theory, sortings

[DimmyT's solution](#)

230.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2021-07-09 · PyPy 3 (first AC) · Tags: brute force, greedy, math

[DimmyT's solution](#)

231.

1486A

[Shifting Stacks](#) · [Tutorial](#)

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

[DimmyT's solution](#)

232.

1471A

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

Quality: 38,205 global accepts · Rating: 900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[DimmyT's solution](#)

233.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[DimmyT's solution](#)

234.

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,983 global accepts · Rating: 900 · first AC: 2020-09-24 · Java 11 (first AC) · Tags: implementation

[DimmyT's solution](#)

235.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,586 global accepts · Rating: 900 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[DimmyT's solution](#)

236.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[DimmyT's solution](#)

237.

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

[DimmyT's solution](#)

238.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: implementation, math

[DimmyT's solution](#)

239.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[DimmyT's solution](#)

240.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[DimmyT's solution](#)

241.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[DimmyT's solution](#)

242.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[DimmyT's solution](#)

243.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[DimmyT's solution](#)

244.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: implementation, math

[DimmyT's solution](#)

245.

1238A

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

Quality: 28,060 global accepts · Rating: 900 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[DimmyT's solution](#)

246.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[DimmyT's solution](#)

247.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[DimmyT's solution](#)

248.

1175A

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

Quality: 19,766 global accepts · Rating: 900 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: implementation, math

[DimmyT's solution](#)

249.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 900 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[DimmyT's solution](#)

250.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[DimmyT's solution](#)

251.

1106C

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

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[DimmyT's solution](#)

252.

1107A

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

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: greedy, strings

[DimmyT's solution](#)

253.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-16 · last AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[DimmyT's solution](#)

254.

1080B

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

Quality: 12,641 global accepts · Rating: 900 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[DimmyT's solution](#)

255.

1032A

[Kitchen Utensils](#) · [Tutorial](#)

Quality: 7,336 global accepts · Rating: 900 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

256.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[DimmyT's solution](#)

257.

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,469 global accepts · Rating: 900 · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, trees

[DimmyT's solution](#)

258.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: implementation, sortings

[DimmyT's solution](#)

259.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[DimmyT's solution](#)

260.

1011A

[Stages](#) · [Tutorial](#)

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

[DimmyT's solution](#)

261.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

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

[DimmyT's solution](#)

262.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: greedy, sortings

[DimmyT's solution](#)

263.

989A

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

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

[DimmyT's solution](#)

264.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[DimmyT's solution](#)

265.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: implementation, math

[DimmyT's solution](#)

266.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,780 global accepts · Rating: 900 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: implementation, strings

[DimmyT's solution](#)

267.

975A

[Aramic script](#) · [Tutorial](#)

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

[DimmyT's solution](#)

268.

961A

[Tetris](#) · [Tutorial](#)

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

[DimmyT's solution](#)

269.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,319 global accepts · Rating: 900 · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[DimmyT's solution](#)

270.

935B

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

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

271.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 900 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[DimmyT's solution](#)

272.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[DimmyT's solution](#)

273.

903A

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

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[DimmyT's solution](#)

274.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

275.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[DimmyT's solution](#)

276.

879A

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

Quality: 9,573 global accepts · Rating: 900 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

277.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[DimmyT's solution](#)

278.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[DimmyT's solution](#)

279.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[DimmyT's solution](#)

280.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

281.

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

282.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[DimmyT's solution](#)

283.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2017-05-15 · last AC: 2017-05-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

284.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,248 global accepts · Rating: 900 · first AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[DimmyT's solution](#)

285.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[DimmyT's solution](#)

286.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 900 · first AC: 2017-04-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[DimmyT's solution](#)

287.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[DimmyT's solution](#)

288.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[DimmyT's solution](#)

289.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[DimmyT's solution](#)

290.

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2017-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[DimmyT's solution](#)

291.

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[DimmyT's solution](#)

292.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[DimmyT's solution](#)

293.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[DimmyT's solution](#)

294.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[DimmyT's solution](#)

295.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[DimmyT's solution](#)

296.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[DimmyT's solution](#)

297.

1876A

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

Quality: 34,919 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[DimmyT's solution](#)

298.

1858C

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

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

299.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[DimmyT's solution](#)

300.

1781B

[Going to the Cinema](#) · [Tutorial](#)

Quality: 14,758 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[DimmyT's solution](#)

301.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[DimmyT's solution](#)

302.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[DimmyT's solution](#)

303.

1769B1

[A = 7068D >C\\$0CÔ8CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation, math
[DimmyT's solution](#)

304.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[DimmyT's solution](#)

305.

1732A

[Bestie · Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[DimmyT's solution](#)

306.

1659A

[Red Versus Blue · Tutorial](#)

Quality: 30,954 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[DimmyT's solution](#)

307.

1632B

[Roof Construction · Tutorial](#)

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[DimmyT's solution](#)

308.

1539A

[Contest Start · Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[DimmyT's solution](#)

309.

1550B

[Maximum Cost Deletion · Tutorial](#)

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-15 · PyPy 3 (first AC) · Tags: greedy, math

[DimmyT's solution](#)

310.

1485A

[Add and Divide · Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[DimmyT's solution](#)

311.

1476A

[K-divisible Sum · Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[DimmyT's solution](#)

312.

1465B

[Fair Numbers · Tutorial](#)

Rating: 1000 · first AC: 2020-12-29 · PyPy 3 (first AC) · Tags: brute force, math, number theory

[DimmyT's solution](#)

313.

1469A

[Regular Bracket Sequence · Tutorial](#)

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-29 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[DimmyT's solution](#)

314.

1469B

[Red and Blue · Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[DimmyT's solution](#)

315.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[DimmyT's solution](#)

316.

1438B

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

Quality: 29,071 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[DimmyT's solution](#)

317.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,928 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[DimmyT's solution](#)

318.

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[DimmyT's solution](#)

319.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[DimmyT's solution](#)

320.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[DimmyT's solution](#)

321.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,416 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[DimmyT's solution](#)

322.

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

[DimmyT's solution](#)

323.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[DimmyT's solution](#)

324.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[DimmyT's solution](#)

325.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[DimmyT's solution](#)

326.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[DimmyT's solution](#)

327.

1266A

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

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math
[DimmyT's solution](#)

328.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math
[DimmyT's solution](#)

329.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · GNU C++11 (first AC) · Tags: implementation
[DimmyT's solution](#)

330.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: math
[DimmyT's solution](#)

331.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[DimmyT's solution](#)

332.

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
[DimmyT's solution](#)

333.

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
[DimmyT's solution](#)

334.

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
[DimmyT's solution](#)

335.

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: strings
[DimmyT's solution](#)

336.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 1000 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[DimmyT's solution](#)

337.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[DimmyT's solution](#)

338.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[DimmyT's solution](#)

339.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[DimmyT's solution](#)

340.

1155A

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

Quality: 25,970 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[DimmyT's solution](#)

341.

1151A

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

Quality: 11,857 global accepts · Rating: 1000 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[DimmyT's solution](#)

342.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[DimmyT's solution](#)

343.

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

[DimmyT's solution](#)

344.

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

[DimmyT's solution](#)

345.

1136B

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

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[DimmyT's solution](#)

346.

1111A

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Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[DimmyT's solution](#)

347.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: math, number theory

[DimmyT's solution](#)

348.

1100A

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

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

[DimmyT's solution](#)

349.

1101A

[Minimum Integer](#) · [Tutorial](#)

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

[DimmyT's solution](#)

350.

1084A

[The Fair Nut and Elevator](#) · [Tutorial](#)

Quality: 8,230 global accepts · Rating: 1000 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: brute force, implementation

[DimmyT's solution](#)

351.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[DimmyT's solution](#)

352.

1073A

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Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[DimmyT's solution](#)

353.

1073B

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Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[DimmyT's solution](#)

354.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

355.

1041B

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Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[DimmyT's solution](#)

356.

1023B

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Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-22 · GNU C++11 (first AC) · Tags: math

[DimmyT's solution](#)

357.

1027A

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

Quality: 18,802 global accepts · Rating: 1000 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: implementation, strings

[DimmyT's solution](#)

358.

1020B

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Quality: 25,125 global accepts · Rating: 1000 · first AC: 2018-08-11 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs

[DimmyT's solution](#)

359.

1020A

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

[DimmyT's solution](#)

360.

1008B

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361.

998A

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[DimmyT's solution](#)

362.

991A

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

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[DimmyT's solution](#)

363.

990A

[Commentary Boxes](#) · [Tutorial](#)

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364.

981B

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[DimmyT's solution](#)

365.

979A

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

[DimmyT's solution](#)

366.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,823 global accepts · Rating: 1000 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[DimmyT's solution](#)

367.

967B

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

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368.

958B1

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[DimmyT's solution](#)

369.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

370.

920A

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Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

371.

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

[DimmyT's solution](#)

372.

893B

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Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[DimmyT's solution](#)

373.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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374.

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[DimmyT's solution](#)

375.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[DimmyT's solution](#)

376.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

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377.

822B

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Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[DimmyT's solution](#)

378.

805A

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Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[DimmyT's solution](#)

379.

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[DimmyT's solution](#)

380.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[DimmyT's solution](#)

381.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,375 global accepts · Rating: 1000 · first AC: 2017-04-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

382.

798A

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Quality: 23,851 global accepts · Rating: 1000 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[DimmyT's solution](#)

383.

357A

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Quality: 7,682 global accepts · Rating: 1000 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[DimmyT's solution](#)

384.

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

385.

761A

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Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[DimmyT's solution](#)

386.

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2018-03-23 · last AC: 2026-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[DimmyT's solution](#)

387.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[DimmyT's solution](#)

388.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[DimmyT's solution](#)

389.

1884B

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Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[DimmyT's solution](#)

390.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,632 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[DimmyT's solution](#)

391.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[DimmyT's solution](#)

392.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[DimmyT's solution](#)

393.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[DimmyT's solution](#)

394.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[DimmyT's solution](#)

395.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,492 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[DimmyT's solution](#)

396.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[DimmyT's solution](#)

397.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,797 global accepts · Rating: 1100 · first AC: 2022-12-27 · PyPy 3 (first AC) · Tags: greedy, math

[DimmyT's solution](#)

398.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[DimmyT's solution](#)

399.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[DimmyT's solution](#)

400.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[DimmyT's solution](#)

401.

1673B

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

Quality: 21,774 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[DimmyT's solution](#)

402.

1672C

[Unequal Array · Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[DimmyT's solution](#)

403.

1656B

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Quality: 26,808 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers
[DimmyT's solution](#)

404.

1637B

[MEX and Array · Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[DimmyT's solution](#)

405.

1633C

[Kill the Monster · Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[DimmyT's solution](#)

406.

1626B

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Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[DimmyT's solution](#)

407.

1625B

[Elementary Particles · Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
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408.

1616B

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Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[DimmyT's solution](#)

409.

1557B

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Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[DimmyT's solution](#)

410.

1481B

[New Colony · Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[DimmyT's solution](#)

411.

1472C

[Long Jumps · Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2021-01-07 · PyPy 3 (first AC) · Tags: dp, graphs

[DimmyT's solution](#)

412.

1471B

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[DimmyT's solution](#)

413.

1463A

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Quality: 27,927 global accepts · Rating: 1100 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

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414.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[DimmyT's solution](#)

415.

1360C

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Quality: 36,783 global accepts · Rating: 1100 · first AC: 2020-10-06 · Java 8 (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

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416.

1417B

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Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-09-28 · last AC: 2020-09-28 · Java 8 (first AC) · Tags: greedy, math, sortings

[DimmyT's solution](#)

417.

1375A

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Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[DimmyT's solution](#)

418.

1370B

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Quality: 25,016 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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419.

1366A

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Quality: 32,998 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[DimmyT's solution](#)

420.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[DimmyT's solution](#)

421.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[DimmyT's solution](#)

422.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,967 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[DimmyT's solution](#)

423.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[DimmyT's solution](#)

424.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[DimmyT's solution](#)

425.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[DimmyT's solution](#)

426.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[DimmyT's solution](#)

427.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[DimmyT's solution](#)

428.

1288B

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

Quality: 17,780 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[DimmyT's solution](#)

429.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[DimmyT's solution](#)

430.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,226 global accepts · Rating: 1100 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[DimmyT's solution](#)

431.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[DimmyT's solution](#)

432.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[DimmyT's solution](#)

433.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[DimmyT's solution](#)

434.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-06-10 · GNU C++11 (first AC) · Tags: math
[DimmyT's solution](#)

435.

1119A

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

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

436.

1112A

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

Rating: 1100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[DimmyT's solution](#)

437.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation
[DimmyT's solution](#)

438.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[DimmyT's solution](#)

439.

1099B

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

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

440.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,079 global accepts · Rating: 1100 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: binary search, implementation
[DimmyT's solution](#)

441.

1033B

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

Quality: 11,956 global accepts · Rating: 1100 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[DimmyT's solution](#)

442.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[DimmyT's solution](#)

443.

1030B

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

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[DimmyT's solution](#)

444.

1038B

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

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[DimmyT's solution](#)

445.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-07-02 · GNU C++11 (first AC) · Tags: implementation

[DimmyT's solution](#)

446.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: math

[DimmyT's solution](#)

447.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · last AC: 2018-05-02 · GNU C++11 (first AC) · Tags: brute force, implementation

[DimmyT's solution](#)

448.

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: implementation

[DimmyT's solution](#)

449.

950B

[Intercepted Message](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[DimmyT's solution](#)

450.

946B

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

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[DimmyT's solution](#)

451.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[DimmyT's solution](#)

452.

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[DimmyT's solution](#)

453.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1100 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[DimmyT's solution](#)

454.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

455.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[DimmyT's solution](#)

456.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[DimmyT's solution](#)

457.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[DimmyT's solution](#)

458.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,659 global accepts · Rating: 1100 · first AC: 2017-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[DimmyT's solution](#)

459.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[DimmyT's solution](#)

460.

785B

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

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[DimmyT's solution](#)

461.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[DimmyT's solution](#)

462.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[DimmyT's solution](#)

463.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[DimmyT's solution](#)

464.

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dp, implementation

[DimmyT's solution](#)

465.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[DimmyT's solution](#)

466.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[DimmyT's solution](#)

467.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[DimmyT's solution](#)

468.

1954C

[Long Multiplication](#) · [Tutorial](#)

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[DimmyT's solution](#)

469.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[DimmyT's solution](#)

470.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[DimmyT's solution](#)

471.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[DimmyT's solution](#)

472.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[DimmyT's solution](#)

473.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[DimmyT's solution](#)

474.

1808B

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

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[DimmyT's solution](#)

475.

1769C1

[A Good CD\\$C](#) •

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, greedy

[DimmyT's solution](#)

476.

1736B

[Playing with GCD](#) · Tutorial

Quality: 20,258 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[DimmyT's solution](#)

477.

1734C

[Removing Smallest Multiples](#) · Tutorial

Quality: 28,631 global accepts · Rating: 1200 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[DimmyT's solution](#)

478.

1679B

[Stone Age Problem](#) · Tutorial

Quality: 27,431 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[DimmyT's solution](#)

479.

1586B

[Omkar and Heavenly Tree](#) · Tutorial

Rating: 1200 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[DimmyT's solution](#)

480.

1656C

[Make Equal With Mod](#) · Tutorial

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[DimmyT's solution](#)

481.

1641A

[Great Sequence](#) · Tutorial

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[DimmyT's solution](#)

482.

1635C

[Differential Sorting](#) · Tutorial

Quality: 25,132 global accepts · Rating: 1200 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[DimmyT's solution](#)

483.

1539C

[Stable Groups](#) · Tutorial

Quality: 31,462 global accepts · Rating: 1200 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[DimmyT's solution](#)

484.

1497B

[M-arrays](#) · Tutorial

Quality: 27,355 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[DimmyT's solution](#)

485.

1487B

[Cat Cycle](#) · Tutorial

Quality: 28,688 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[DimmyT's solution](#)

486.

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[DimmyT's solution](#)

487.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2021-01-09 · PyPy 3 (first AC) · Tags: greedy

[DimmyT's solution](#)

488.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2021-01-08 · PyPy 3 (first AC) · Tags: greedy, implementation

[DimmyT's solution](#)

489.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-07 · PyPy 3 (first AC) · Tags: dp, games, greedy, sortings

[DimmyT's solution](#)

490.

1428B

[Belted Rooms](#) · [Tutorial](#)

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

[DimmyT's solution](#)

491.

408B

[Garland](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1200 · first AC: 2020-09-24 · Java 11 (first AC) · Tags: implementation

[DimmyT's solution](#)

492.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[DimmyT's solution](#)

493.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[DimmyT's solution](#)

494.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[DimmyT's solution](#)

495.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[DimmyT's solution](#)

496.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[DimmyT's solution](#)

497.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,288 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[DimmyT's solution](#)

498.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[DimmyT's solution](#)

499.

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[DimmyT's solution](#)

500.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[DimmyT's solution](#)

501.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,820 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[DimmyT's solution](#)

502.

1352C

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

Quality: 69,770 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[DimmyT's solution](#)

503.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[DimmyT's solution](#)

504.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[DimmyT's solution](#)

505.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[DimmyT's solution](#)

506.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

[DimmyT's solution](#)

507.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[DimmyT's solution](#)

508.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[DimmyT's solution](#)

509.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[DimmyT's solution](#)

510.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[DimmyT's solution](#)

511.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[DimmyT's solution](#)

512.

1207B

[Square Filling](#) · [Tutorial](#)

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

[DimmyT's solution](#)

513.

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[DimmyT's solution](#)

514.

1185B

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

Quality: 14,223 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[DimmyT's solution](#)

515.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-04-29 · last AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[DimmyT's solution](#)

516.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

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

[DimmyT's solution](#)

517.

1153B

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

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[DimmyT's solution](#)

518.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[DimmyT's solution](#)

519.

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

[DimmyT's solution](#)

520.

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

[DimmyT's solution](#)

521.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1200 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[DimmyT's solution](#)

522.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,424 global accepts · Rating: 1200 · first AC: 2019-01-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[DimmyT's solution](#)

523.

1097B

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

Quality: 35,956 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[DimmyT's solution](#)

524.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[DimmyT's solution](#)

525.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: greedy, implementation

[DimmyT's solution](#)

526.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, implementation

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527.

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

[DimmyT's solution](#)

528.

1032B

[Personalized Cup](#) · [Tutorial](#)

Quality: 5,145 global accepts · Rating: 1200 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

529.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[DimmyT's solution](#)

530.

1076B

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

Quality: 14,589 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[DimmyT's solution](#)

531.

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[DimmyT's solution](#)

532.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

533.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,030 global accepts · Rating: 1200 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[DimmyT's solution](#)

534.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[DimmyT's solution](#)

535.

1023A

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Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-22 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[DimmyT's solution](#)

536.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-22 · GNU C++11 (first AC) · Tags: greedy

[DimmyT's solution](#)

537.

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

[DimmyT's solution](#)

538.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation, math

[DimmyT's solution](#)

539.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: greedy

[DimmyT's solution](#)

540.

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

[DimmyT's solution](#)

541.

985B

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

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-07-02 · GNU C++11 (first AC) · Tags: implementation

[DimmyT's solution](#)

542.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2018-07-02 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[DimmyT's solution](#)

543.

1000A

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

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[DimmyT's solution](#)

544.

989B

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

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

[DimmyT's solution](#)

545.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[DimmyT's solution](#)

546.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[DimmyT's solution](#)

547.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: sortings

[DimmyT's solution](#)

548.

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[DimmyT's solution](#)

549.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-08 · last AC: 2018-04-08 · GNU C++11 (first AC) · Tags: implementation

[DimmyT's solution](#)

550.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,345 global accepts · Rating: 1200 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers

[DimmyT's solution](#)

551.

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation

[DimmyT's solution](#)

552.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[DimmyT's solution](#)

553.

940A

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

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

[DimmyT's solution](#)

554.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[DimmyT's solution](#)

555.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

556.

914B

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

Quality: 9,063 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[DimmyT's solution](#)

557.

902B

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Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy

[DimmyT's solution](#)

558.

903B

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Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[DimmyT's solution](#)

559.

903C

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Quality: 22,637 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[DimmyT's solution](#)

560.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,985 global accepts · Rating: 1200 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[DimmyT's solution](#)

561.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,407 global accepts · Rating: 1200 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[DimmyT's solution](#)

562.

876C

[Classroom Watch](#) · [Tutorial](#)

Quality: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[DimmyT's solution](#)

563.

842A

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Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[DimmyT's solution](#)

564.

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

565.

794B

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Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[DimmyT's solution](#)

566.

803B

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Quality: 7,578 global accepts · Rating: 1200 · first AC: 2017-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[DimmyT's solution](#)

567.

143B

[Help Kingdom of Far Far Away 2](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1200 · first AC: 2017-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[DimmyT's solution](#)

568.

787A

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Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[DimmyT's solution](#)

569.

769B

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Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, two pointers

[DimmyT's solution](#)

570.

779C

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Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[DimmyT's solution](#)

571.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2017-03-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[DimmyT's solution](#)

572.

776B

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Quality: 25,729 global accepts · Rating: 1200 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[DimmyT's solution](#)

573.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[DimmyT's solution](#)

574.

1899E

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Quality: 18,274 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[DimmyT's solution](#)

575.

1870C

[Colorful Table](#) · [Tutorial](#)

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

[DimmyT's solution](#)

576.

1867C

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

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[DimmyT's solution](#)

577.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[DimmyT's solution](#)

578.

1810C

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

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

[DimmyT's solution](#)

579.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[DimmyT's solution](#)

580.

1769C2

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Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp

[DimmyT's solution](#)

581.

1753A1

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

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[DimmyT's solution](#)

582.

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[DimmyT's solution](#)

583.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math
[DimmyT's solution](#)

584.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[DimmyT's solution](#)

585.

1668C

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

Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[DimmyT's solution](#)

586.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
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587.

1647C

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Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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588.

1615B

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Quality: 17,916 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
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589.

1601A

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Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory
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590.

926A

[2-3-numbers](#) · [Tutorial](#)

Quality: 4,160 global accepts · Rating: 1300 · first AC: 2021-07-09 · PyPy 3 (first AC) · Tags: implementation, math
[DimmyT's solution](#)

591.

1538C

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Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-07-08 · PyPy 3 (first AC) · Tags: binary search, data structures, math, two pointers
[DimmyT's solution](#)

592.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
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593.

1454D

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

Quality: 22,148 global accepts · Rating: 1300 · first AC: 2021-01-08 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[DimmyT's solution](#)

594.

1471C

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

Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[DimmyT's solution](#)

595.

1466C

[Canine poetry](#) · [Tutorial](#)

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

[DimmyT's solution](#)

596.

871A

[Maximum splitting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[DimmyT's solution](#)

597.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[DimmyT's solution](#)

598.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,999 global accepts · Rating: 1300 · first AC: 2020-10-06 · Java 8 (first AC) · Tags: math, number theory

[DimmyT's solution](#)

599.

4C

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

Quality: 108,149 global accepts · Rating: 1300 · first AC: 2020-10-05 · last AC: 2020-10-05 · Java 8 (first AC) · Tags: data structures, hashing, implementation

[DimmyT's solution](#)

600.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[DimmyT's solution](#)

601.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,179 global accepts · Rating: 1300 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[DimmyT's solution](#)

602.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[DimmyT's solution](#)

603.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,956 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[DimmyT's solution](#)

604.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,844 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[DimmyT's solution](#)

605.

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

606.

1328B

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

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[DimmyT's solution](#)

607.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[DimmyT's solution](#)

608.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[DimmyT's solution](#)

609.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[DimmyT's solution](#)

610.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,829 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[DimmyT's solution](#)

611.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[DimmyT's solution](#)

612.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[DimmyT's solution](#)

613.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[DimmyT's solution](#)

614.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[DimmyT's solution](#)

615.

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

[DimmyT's solution](#)

616.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[DimmyT's solution](#)

617.

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

[DimmyT's solution](#)

618.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[DimmyT's solution](#)

619.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[DimmyT's solution](#)

620.

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

[DimmyT's solution](#)

621.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-10 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[DimmyT's solution](#)

622.

1152B

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

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

[DimmyT's solution](#)

623.

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

[DimmyT's solution](#)

624.

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

[DimmyT's solution](#)

625.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[DimmyT's solution](#)

626.

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

[DimmyT's solution](#)

627.

1101B

[Accordion](#) · [Tutorial](#)

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

[DimmyT's solution](#)

628.

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-16 · last AC: 2018-12-16 · GNU C++11 (first AC) · Tags: greedy

[DimmyT's solution](#)

629.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,606 global accepts · Rating: 1300 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

630.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[DimmyT's solution](#)

631.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[DimmyT's solution](#)

632.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[DimmyT's solution](#)

633.

1064C

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

Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[DimmyT's solution](#)

634.

1065B

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

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[DimmyT's solution](#)

635.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

636.

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

637.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,813 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[DimmyT's solution](#)

638.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[DimmyT's solution](#)

639.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[DimmyT's solution](#)

640.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[DimmyT's solution](#)

641.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[DimmyT's solution](#)

642.

1008C

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

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

[DimmyT's solution](#)

643.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[DimmyT's solution](#)

644.

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

[DimmyT's solution](#)

645.

982B

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

Quality: 8,948 global accepts · Rating: 1300 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[DimmyT's solution](#)

646.

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

[DimmyT's solution](#)

647.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · GNU C++11 (first AC) · Tags: implementation

[DimmyT's solution](#)

648.

964B

[Messages](#) · [Tutorial](#)

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

[DimmyT's solution](#)

649.

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

[DimmyT's solution](#)

650.

962A

[Equator](#) · [Tutorial](#)

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

[DimmyT's solution](#)

651.

957A

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

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2018-03-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

652.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[DimmyT's solution](#)

653.

909B

[Segments](#) · [Tutorial](#)

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

[DimmyT's solution](#)

654.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[DimmyT's solution](#)

655.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[DimmyT's solution](#)

656.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,270 global accepts · Rating: 1300 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[DimmyT's solution](#)

657.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[DimmyT's solution](#)

658.

876B

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

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[DimmyT's solution](#)

659.

841C

[Leha and Function](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[DimmyT's solution](#)

660.

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[DimmyT's solution](#)

661.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[DimmyT's solution](#)

662.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,872 global accepts · Rating: 1300 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[DimmyT's solution](#)

663.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[DimmyT's solution](#)

664.

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[DimmyT's solution](#)

665.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,210 global accepts · Rating: 1300 · first AC: 2017-04-21 · last AC: 2017-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings

[DimmyT's solution](#)

666.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-11 · last AC: 2017-04-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

667.

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2017-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[DimmyT's solution](#)

668.

770B

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

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2017-03-12 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, math
[DimmyT's solution](#)

669.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-02-19 · last AC: 2017-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[DimmyT's solution](#)

670.

955B

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

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2018-03-23 · last AC: 2026-02-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

671.

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[DimmyT's solution](#)

672.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[DimmyT's solution](#)

673.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[DimmyT's solution](#)

674.

1888D1

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

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

[DimmyT's solution](#)

675.

1888C

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

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

[DimmyT's solution](#)

676.

1863D

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

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

[DimmyT's solution](#)

677.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[DimmyT's solution](#)

678.

1831C

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

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

[DimmyT's solution](#)

679.

1805C

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

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-04-02 · last AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[DimmyT's solution](#)

680.

1769B2

[Aesop's Fable](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, brute force, math

[DimmyT's solution](#)

681.

1771B

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

Quality: 21,332 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[DimmyT's solution](#)

682.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[DimmyT's solution](#)

683.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[DimmyT's solution](#)

684.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,335 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[DimmyT's solution](#)

685.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,732 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[DimmyT's solution](#)

686.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[DimmyT's solution](#)

687.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[DimmyT's solution](#)

688.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[DimmyT's solution](#)

689.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Quality: 1400 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[DimmyT's solution](#)

690.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[DimmyT's solution](#)

691.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[DimmyT's solution](#)

692.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[DimmyT's solution](#)

693.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[DimmyT's solution](#)

694.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[DimmyT's solution](#)

695.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2021-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[DimmyT's solution](#)

696.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-03-07 · PyPy 3 (first AC) · Tags: binary search, data structures, greedy

[DimmyT's solution](#)

697.

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

[DimmyT's solution](#)

698.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[DimmyT's solution](#)

699.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[DimmyT's solution](#)

700.

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

[DimmyT's solution](#)

701.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · last AC: 2020-08-07 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[DimmyT's solution](#)

702.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[DimmyT's solution](#)

703.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,093 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers

[DimmyT's solution](#)

704.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[DimmyT's solution](#)

705.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[DimmyT's solution](#)

706.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[DimmyT's solution](#)

707.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,124 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[DimmyT's solution](#)

708.

1354C1

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

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[DimmyT's solution](#)

709.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[DimmyT's solution](#)

710.

1348B

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

Quality: 27,488 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[DimmyT's solution](#)

711.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[DimmyT's solution](#)

712.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search
[DimmyT's solution](#)

713.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings
[DimmyT's solution](#)

714.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math
[DimmyT's solution](#)

715.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation
[DimmyT's solution](#)

716.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,138 global accepts · Rating: 1400 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[DimmyT's solution](#)

717.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[DimmyT's solution](#)

718.

1279C

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

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[DimmyT's solution](#)

719.

1282B1

[K for the Price of One \(Easy Version\) · Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[DimmyT's solution](#)

720.

1266C

[Diverse Matrix · Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[DimmyT's solution](#)

721.

1276A

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

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

[DimmyT's solution](#)

722.

1263C

[Everyone is a Winner! · Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[DimmyT's solution](#)

723.

1263B

[PIN Codes · Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[DimmyT's solution](#)

724.

1253B

[Silly Mistake · Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[DimmyT's solution](#)

725.

1245C

[Constanze's Machine · Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[DimmyT's solution](#)

726.

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

[DimmyT's solution](#)

727.

1097C

[Yuhao and a Parenthesis · Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[DimmyT's solution](#)

728.

1215B

[The Number of Products · Tutorial](#)

Quality: 18,350 global accepts · Rating: 1400 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[DimmyT's solution](#)

729.

1201C

[Maximum Median · Tutorial](#)

Quality: 33,239 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[DimmyT's solution](#)

730.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[DimmyT's solution](#)

731.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,422 global accepts · Rating: 1400 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[DimmyT's solution](#)

732.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[DimmyT's solution](#)

733.

1143C

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734.

1110B

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735.

1104C

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736.

1091C

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737.

1088C

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738.

1061B

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739.

1068A

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740.

1057B

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741.

1009B

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742.

1004C

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743.

996D

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744.

994B

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745.

987C

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746.

981C

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747.

978E

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748.

977D

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749.

975C

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750.

958A1

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751.

958D1

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752.

961C

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

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753.

937B

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754.

940B

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755.

934A

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756.

920C

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757.

898C

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[DimmyT's solution](#)

758.

867B

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Rating: 1400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[DimmyT's solution](#)

759.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2017-05-15 · last AC: 2017-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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760.

799B

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[DimmyT's solution](#)

761.

805D

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Rating: 1400 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[DimmyT's solution](#)

762.

803A

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Quality: 5,358 global accepts · Rating: 1400 · first AC: 2017-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[DimmyT's solution](#)

763.

219B

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764.

604B

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Quality: 8,988 global accepts · Rating: 1400 · first AC: 2017-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

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765.

757B

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Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

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766.

2115A

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767.

2053C

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768.

1949B

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769.

1881E

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Quality: 23,690 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

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770.

1876B

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[DimmyT's solution](#)

771.

1817A

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Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

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772.

1811E

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theory

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773.

1776L

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774.

1774B

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775.

1740D

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776.

1753A2

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777.

1732D1

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Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

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778.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

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779.

1368B

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780.

1368C

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Quality: 14,031 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[DimmyT's solution](#)

781.

1673C

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Quality: 18,010 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

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782.

1659C

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brute force, dp, greedy, implementation, math

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783.

1621B

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

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784.

1616C

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Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

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785.

1546C

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Rating: 1500 · first AC: 2021-07-12 · PyPy 3 (first AC) · Tags: sortings

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786.

1490F

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Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-03-07 · PyPy 3 (first AC) · Tags: binary search, data structures, greedy, math, sortings

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787.

1486B

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Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[DimmyT's solution](#)

788.

1487C

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

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789.

1487D

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Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

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790.

1466D

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791.

1461C

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792.

1444A

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Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

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793.

1408C

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794.

1416A

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795.

959C

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796.

1404A

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797.

614A

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798.

1391C

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799.

576A

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800.

1366C

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801.

837C

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802.

1215C

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803.

1352F

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804.

1352E

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Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

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805.

1179A

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Quality: 11,798 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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806.

1338A

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Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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807.

744A

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Quality: 9,729 global accepts · Rating: 1500 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

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808.

901A

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Quality: 5,377 global accepts · Rating: 1500 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

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809.

1332C

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Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[DimmyT's solution](#)

810.

1119C

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Quality: 7,178 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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811.

1208B

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Quality: 11,664 global accepts · Rating: 1500 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

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812.

1313C1

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Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

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813.

1307C

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Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

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814.

1304C

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815.

1301B

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816.

1299A

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817.

1278B

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818.

1264A

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Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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819.

1263D

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Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[DimmyT's solution](#)

820.

1253C

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Quality: 15,304 global accepts · Rating: 1500 · first AC: 2019-11-16 · GNU C++11 (first AC) · Tags: dp, greedy, math, sortings

[DimmyT's solution](#)

821.

1242A

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822.

1236B

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823.

1209C

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implementation

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824.

1213D1

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825.

1207C

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

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826.

1201B

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827.

1186D

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828.

1181B

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829.

1158A

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Quality: 8,338 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

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830.

1163B1

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831.

1162C

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Rating: 1500 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[DimmyT's solution](#)

832.

1139C

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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

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833.

1136C

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[DimmyT's solution](#)

834.

1114B

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835.

468A

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836.

1110C

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837.

1106B

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838.

1106D

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839.

1105C

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840.

1101C

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841.

1101E

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842.

1051C

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843.

1084C

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844.

1080C

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845.

340D

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846.

1062B

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847.

1043C

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848.

1031B

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849.

1054C

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850.

1011C

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[DimmyT's solution](#)

851.

1005D

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852.

276C

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853.

985C

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[DimmyT's solution](#)

854.

998C

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Rating: 1500 · first AC: 2018-07-02 · GNU C++11 (first AC) · Tags: math

[DimmyT's solution](#)

855.

1000B

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856.

991D

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Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: dp, greedy

[DimmyT's solution](#)

857.

991C

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[DimmyT's solution](#)

858.

990C

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859.

982C

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860.

978D

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[DimmyT's solution](#)

861.

978F

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Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

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862.

977E

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863.

976C

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Quality: 10,638 global accepts · Rating: 1500 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[DimmyT's solution](#)

864.

958F1

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865.

960B

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866.

931D

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867.

940C

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868.

771A

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Quality: 17,732 global accepts · Rating: 1500 · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[DimmyT's solution](#)

869.

771B

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Quality: 7,183 global accepts · Rating: 1500 · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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870.

902C

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Rating: 1500 · first AC: 2017-12-20 · GNU C++11 (first AC) · Tags: constructive algorithms

[DimmyT's solution](#)

871.

892C

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Rating: 1500 · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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872.

884C

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Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math

[DimmyT's solution](#)

873.

876D

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Rating: 1500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, trees, two pointers

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874.

356A

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875.

868C

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876.

864D

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877.

810C

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Rating: 1500 · first AC: 2017-05-23 · last AC: 2017-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
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878.

707C

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Quality: 13,481 global accepts · Rating: 1500 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
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879.

770C

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880.

760B

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Quality: 7,803 global accepts · Rating: 1500 · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
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881.

18A

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Quality: 6,959 global accepts · Rating: 1500 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
[DimmyT's solution](#)

882.

761C

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Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-02-19 · last AC: 2017-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[DimmyT's solution](#)

883.

2034D

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Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[DimmyT's solution](#)

884.

1938H

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Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —
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885.

1899F

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Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees
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886.

1857F

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Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math
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887.

1537E1

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Quality: 16,313 global accepts · Rating: 1600 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers
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888.

1787C

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Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
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889.

1781C

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Quality: 10,460 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
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890.

1779C

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Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
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891.

1771C

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Quality: 11,597 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
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892.

1753B

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Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
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893.

1707A

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Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[DimmyT's solution](#)

894.

1678C

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Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
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895.

1665C

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Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees
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896.

1658D1

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Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

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897.

1633D

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Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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898.

1615C

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

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899.

1542C

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Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-20 · PyPy 3 (first AC) · Tags: math, number theory

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900.

1109A

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901.

1003D

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Quality: 8,560 global accepts · Rating: 1600 · first AC: 2021-07-14 · PyPy 3 (first AC) · Tags: greedy

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902.

1469C

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903.

1528A

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904.

1527C

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905.

1503A

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906.

1486C1

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907.

1086A

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908.

1481C

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

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909.

1476C

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Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

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910.

830B

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911.

736B

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Rating: 1600 · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[DimmyT's solution](#)

912.

736A

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Rating: 1600 · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

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913.

741A

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Quality: 5,695 global accepts · Rating: 1600 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math

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914.

1458A

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915.

1461D

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916.

1437D

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Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

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917.

1358C

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Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: math

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918.

1396A

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Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

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919.

1398C

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Quality: 36,607 global accepts · Rating: 1600 · first AC: 2020-08-14 · Python 3 (first AC) · Tags: data structures, dp, math

[DimmyT's solution](#)

920.

954D

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Quality: 7,899 global accepts · Rating: 1600 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[DimmyT's solution](#)

921.

1374E1

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Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

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922.

1348C

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Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[DimmyT's solution](#)

923.

1364C

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Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[DimmyT's solution](#)

924.

1363C

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Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[DimmyT's solution](#)

925.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[DimmyT's solution](#)

926.

1342C

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Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[DimmyT's solution](#)

927.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[DimmyT's solution](#)

928.

1017C

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Quality: 6,471 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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929.

1349A

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Quality: 21,635 global accepts · Rating: 1600 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
[DimmyT's solution](#)

930.

1352G

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

Quality: 24,800 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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931.

1344A

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Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings
[DimmyT's solution](#)

932.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
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933.

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
[DimmyT's solution](#)

934.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers
[DimmyT's solution](#)

935.

906A

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Quality: 4,420 global accepts · Rating: 1600 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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936.

1327C

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Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[DimmyT's solution](#)

937.

1305C

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

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory
[DimmyT's solution](#)

938.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[DimmyT's solution](#)

939.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[DimmyT's solution](#)

940.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[DimmyT's solution](#)

941.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[DimmyT's solution](#)

942.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[DimmyT's solution](#)

943.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[DimmyT's solution](#)

944.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[DimmyT's solution](#)

945.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[DimmyT's solution](#)

946.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[DimmyT's solution](#)

947.

1261B1

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

Rating: 1600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[DimmyT's solution](#)

948.

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms,

implementation

[DimmyT's solution](#)

949.

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

[DimmyT's solution](#)

950.

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

[DimmyT's solution](#)

951.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[DimmyT's solution](#)

952.

1213D2

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

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[DimmyT's solution](#)

953.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[DimmyT's solution](#)

954.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[DimmyT's solution](#)

955.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: trees

[DimmyT's solution](#)

956.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2019-06-10 · last AC: 2019-06-10 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[DimmyT's solution](#)

957.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: data structures, expression parsing, implementation

[DimmyT's solution](#)

958.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy

[DimmyT's solution](#)

959.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

[DimmyT's solution](#)

960.

1163B2

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

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[DimmyT's solution](#)

961.

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

[DimmyT's solution](#)

962.

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

[DimmyT's solution](#)

963.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-22 · last AC: 2019-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[DimmyT's solution](#)

964.

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

[DimmyT's solution](#)

965.

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

[DimmyT's solution](#)

966.

1112B

[System Testing](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

967.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2019-01-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu

[DimmyT's solution](#)

968.

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[DimmyT's solution](#)

969.

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

[DimmyT's solution](#)

970.

1082B

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

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: greedy

[DimmyT's solution](#)

971.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[DimmyT's solution](#)

972.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[DimmyT's solution](#)

973.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-11-22 · GNU C++11 (first AC) · Tags: math

[DimmyT's solution](#)

974.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[DimmyT's solution](#)

975.

1031C

[Cram Time](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1600 · first AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[DimmyT's solution](#)

976.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[DimmyT's solution](#)

977.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games

[DimmyT's solution](#)

978.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · last AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[DimmyT's solution](#)

979.

1060C

[Maximum Subrectangle](#) · [Tutorial](#)

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[DimmyT's solution](#)

980.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

[DimmyT's solution](#)

981.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[DimmyT's solution](#)

982.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[DimmyT's solution](#)

983.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: brute force, greedy, number theory

[DimmyT's solution](#)

984.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: greedy

[DimmyT's solution](#)

985.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2018-08-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[DimmyT's solution](#)

986.

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[DimmyT's solution](#)

987.

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

[DimmyT's solution](#)

988.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-09 · last AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[DimmyT's solution](#)

989.

967C

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search

[DimmyT's solution](#)

990.

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, math

[DimmyT's solution](#)

991.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-11 · GNU C++11 (first AC) · Tags: data structures, implementation

[DimmyT's solution](#)

992.

957C

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[DimmyT's solution](#)

993.

948C

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[DimmyT's solution](#)

994.

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[DimmyT's solution](#)

995.

940D

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

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[DimmyT's solution](#)

996.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[DimmyT's solution](#)

997.

939C

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

Quality: 4,925 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[DimmyT's solution](#)

998.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[DimmyT's solution](#)

999.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[DimmyT's solution](#)

1000.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[DimmyT's solution](#)

1001.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs
[DimmyT's solution](#)

1002.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-05-10 · last AC: 2017-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[DimmyT's solution](#)

1003.

764C

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

Rating: 1600 · first AC: 2017-02-06 · last AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[DimmyT's solution](#)

1004.

782C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[DimmyT's solution](#)

1005.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[DimmyT's solution](#)

1006.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[DimmyT's solution](#)

1007.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[DimmyT's solution](#)

1008.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[DimmyT's solution](#)

1009.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[DimmyT's solution](#)

1010.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[DimmyT's solution](#)

1011.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[DimmyT's solution](#)

1012.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[DimmyT's solution](#)

1013.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 1700 · first AC: 2024-02-13 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[DimmyT's solution](#)

1014.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, two pointers

[DimmyT's solution](#)

1015.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[DimmyT's solution](#)

1016.

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[DimmyT's solution](#)

1017.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[DimmyT's solution](#)

1018.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[DimmyT's solution](#)

1019.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[DimmyT's solution](#)

1020.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,950 global accepts · Rating: 1700 · first AC: 2023-05-05 · PyPy 3 (first AC) · Tags: brute force, dp, greedy

[DimmyT's solution](#)

1021.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[DimmyT's solution](#)

1022.

1810D

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

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[DimmyT's solution](#)

1023.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[DimmyT's solution](#)

1024.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,040 global accepts · Rating: 1700 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[DimmyT's solution](#)

1025.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[DimmyT's solution](#)

1026.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[DimmyT's solution](#)

1027.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[DimmyT's solution](#)

1028.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[DimmyT's solution](#)

1029.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[DimmyT's solution](#)

1030.

1516C

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

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[DimmyT's solution](#)

1031.

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[DimmyT's solution](#)

1032.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[DimmyT's solution](#)

1033.

1586C

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

Rating: 1700 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[DimmyT's solution](#)

1034.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[DimmyT's solution](#)

1035.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[DimmyT's solution](#)

1036.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2022-05-03 · last AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[DimmyT's solution](#)

1037.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[DimmyT's solution](#)

1038.

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[DimmyT's solution](#)

1039.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[DimmyT's solution](#)

1040.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[DimmyT's solution](#)

1041.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[DimmyT's solution](#)

1042.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-15 · PyPy 3 (first AC) · Tags: brute force, geometry, greedy, implementation

[DimmyT's solution](#)

1043.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[DimmyT's solution](#)

1044.

1528B

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

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

[DimmyT's solution](#)

1045.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[DimmyT's solution](#)

1046.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[DimmyT's solution](#)

1047.

1086B

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

Rating: 1700 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees

[DimmyT's solution](#)

1048.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[DimmyT's solution](#)

1049.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[DimmyT's solution](#)

1050.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-09 · PyPy 3 (first AC) · Tags: brute force, implementation

[DimmyT's solution](#)

1051.

1129A1

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

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[DimmyT's solution](#)

1052.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2020-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[DimmyT's solution](#)

1053.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
[DimmyT's solution](#)

1054.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-10-06 · Java 8 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings
[DimmyT's solution](#)

1055.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers
[DimmyT's solution](#)

1056.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers
[DimmyT's solution](#)

1057.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,820 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths
[DimmyT's solution](#)

1058.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[DimmyT's solution](#)

1059.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[DimmyT's solution](#)

1060.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[DimmyT's solution](#)

1061.

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
[DimmyT's solution](#)

1062.

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

[DimmyT's solution](#)

1063.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[DimmyT's solution](#)

1064.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[DimmyT's solution](#)

1065.

131E

[Yet Another Task with Queens](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[DimmyT's solution](#)

1066.

1329B

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

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

[DimmyT's solution](#)

1067.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[DimmyT's solution](#)

1068.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[DimmyT's solution](#)

1069.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[DimmyT's solution](#)

1070.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[DimmyT's solution](#)

1071.

1268A

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

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[DimmyT's solution](#)

1072.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[DimmyT's solution](#)

1073.

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[DimmyT's solution](#)

1074.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[DimmyT's solution](#)

1075.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings

[DimmyT's solution](#)

1076.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[DimmyT's solution](#)

1077.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[DimmyT's solution](#)

1078.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[DimmyT's solution](#)

1079.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[DimmyT's solution](#)

1080.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[DimmyT's solution](#)

1081.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[DimmyT's solution](#)

1082.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[DimmyT's solution](#)

1083.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[DimmyT's solution](#)

1084.

1255D

[Feeding Chicken](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[DimmyT's solution](#)

1085.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2019-11-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[DimmyT's solution](#)

1086.

1257D

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

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

[DimmyT's solution](#)

1087.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[DimmyT's solution](#)

1088.

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

[DimmyT's solution](#)

1089.

1230C

[Anadi and Domino](#) · [Tutorial](#)

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

[DimmyT's solution](#)

1090.

1230D

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

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

[DimmyT's solution](#)

1091.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[DimmyT's solution](#)

1092.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[DimmyT's solution](#)

1093.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[DimmyT's solution](#)

1094.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2019-06-10 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[DimmyT's solution](#)

1095.

1148C

[Crazy Diamond](#) · [Tutorial](#)

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

[DimmyT's solution](#)

1096.

1168A

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

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

[DimmyT's solution](#)

1097.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[DimmyT's solution](#)

1098.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[DimmyT's solution](#)

1099.

1111B

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

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[DimmyT's solution](#)

1100.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[DimmyT's solution](#)

1101.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[DimmyT's solution](#)

1102.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,328 global accepts · Rating: 1700 · first AC: 2018-12-16 · last AC: 2018-12-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[DimmyT's solution](#)

1103.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: bitmasks, dp

[DimmyT's solution](#)

1104.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[DimmyT's solution](#)

1105.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[DimmyT's solution](#)

1106.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[DimmyT's solution](#)

1107.

1032C

[Playing Piano](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[DimmyT's solution](#)

1108.

1075C

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[DimmyT's solution](#)

1109.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[DimmyT's solution](#)

1110.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[DimmyT's solution](#)

1111.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1700 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[DimmyT's solution](#)

1112.

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[DimmyT's solution](#)

1113.

606D

[Lazy Student](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[DimmyT's solution](#)

1114.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2018-09-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[DimmyT's solution](#)

1115.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures
[DimmyT's solution](#)

1116.

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
[DimmyT's solution](#)

1117.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: implementation
[DimmyT's solution](#)

1118.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: greedy, math
[DimmyT's solution](#)

1119.

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
[DimmyT's solution](#)

1120.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,370 global accepts · Rating: 1700 · first AC: 2018-07-02 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, implementation, math
[DimmyT's solution](#)

1121.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 1700 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[DimmyT's solution](#)

1122.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation
[DimmyT's solution](#)

1123.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2018-05-19 · last AC: 2018-05-19 · GNU C++11 (first AC) · Tags: geometry, math
[DimmyT's solution](#)

1124.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1700 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[DimmyT's solution](#)

1125.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[DimmyT's solution](#)

1126.

977F

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

Quality: 25,131 global accepts · Rating: 1700 · first AC: 2018-05-07 · last AC: 2018-05-10 · GNU C++11 (first AC) · Tags: dp

[DimmyT's solution](#)

1127.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[DimmyT's solution](#)

1128.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2018-04-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[DimmyT's solution](#)

1129.

591C

[Median Smoothing](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-21 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[DimmyT's solution](#)

1130.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2018-04-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[DimmyT's solution](#)

1131.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[DimmyT's solution](#)

1132.

948B

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[DimmyT's solution](#)

1133.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[DimmyT's solution](#)

1134.

937C

[Save Energy!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[DimmyT's solution](#)

1135.

339C

[Xenia and Weights](#) · [Tutorial](#)

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2017-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[DimmyT's solution](#)

1136.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2017-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[DimmyT's solution](#)

1137.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[DimmyT's solution](#)

1138.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

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1139.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math

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1140.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[DimmyT's solution](#)

1141.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,079 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[DimmyT's solution](#)

1142.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[DimmyT's solution](#)

1143.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[DimmyT's solution](#)

1144.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[DimmyT's solution](#)

1145.

1442B

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Quality: 5,292 global accepts · Rating: 1800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dsu,

greedy, implementation

[DimmyT's solution](#)

1146.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[DimmyT's solution](#)

1147.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[DimmyT's solution](#)

1148.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[DimmyT's solution](#)

1149.

1805D

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Quality: 9,002 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[DimmyT's solution](#)

1150.

1769D1

[A, 3D00C | CT2DôBCαC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp

[DimmyT's solution](#)

1151.

1267J

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Quality: 3,057 global accepts · Rating: 1800 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[DimmyT's solution](#)

1152.

1267L

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Quality: 3,358 global accepts · Rating: 1800 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[DimmyT's solution](#)

1153.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[DimmyT's solution](#)

1154.

1732C1

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

Quality: 7,574 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[DimmyT's solution](#)

1155.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[DimmyT's solution](#)

1156.

1586D

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

Rating: 1800 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[DimmyT's solution](#)

1157.

1678B2

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

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[DimmyT's solution](#)

1158.

1666L

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Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[DimmyT's solution](#)

1159.

1666C

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

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[DimmyT's solution](#)

1160.

1648B

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Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[DimmyT's solution](#)

1161.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[DimmyT's solution](#)

1162.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[DimmyT's solution](#)

1163.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-09-17 · last AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[DimmyT's solution](#)

1164.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2021-07-19 · PyPy 3 (first AC) · Tags: constructive algorithms, hashing, strings

[DimmyT's solution](#)

1165.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[DimmyT's solution](#)

1166.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[DimmyT's solution](#)

1167.

1324F

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

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[DimmyT's solution](#)

1168.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[DimmyT's solution](#)

1169.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[DimmyT's solution](#)

1170.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

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1171.

1466E

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

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

[DimmyT's solution](#)

1172.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[DimmyT's solution](#)

1173.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[DimmyT's solution](#)

1174.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[DimmyT's solution](#)

1175.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

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1176.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[DimmyT's solution](#)

1177.

873D

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Quality: 4,028 global accepts · Rating: 1800 · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[DimmyT's solution](#)

1178.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[DimmyT's solution](#)

1179.

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[DimmyT's solution](#)

1180.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,936 global accepts · Rating: 1800 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[DimmyT's solution](#)

1181.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[DimmyT's solution](#)

1182.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[DimmyT's solution](#)

1183.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[DimmyT's solution](#)

1184.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2020-08-12 · last AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[DimmyT's solution](#)

1185.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[DimmyT's solution](#)

1186.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[DimmyT's solution](#)

1187.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[DimmyT's solution](#)

1188.

1179B

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

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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1189.

1338B

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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

[DimmyT's solution](#)

1190.

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

[DimmyT's solution](#)

1191.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[DimmyT's solution](#)

1192.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[DimmyT's solution](#)

1193.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[DimmyT's solution](#)

1194.

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

[DimmyT's solution](#)

1195.

917A

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Quality: 3,676 global accepts · Rating: 1800 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[DimmyT's solution](#)

1196.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[DimmyT's solution](#)

1197.

1327E

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Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[DimmyT's solution](#)

1198.

1316C

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Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, ternary search

[DimmyT's solution](#)

1199.

1208C

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Quality: 6,367 global accepts · Rating: 1800 · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[DimmyT's solution](#)

1200.

1299B

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Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry

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1201.

778B

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Quality: 2,538 global accepts · Rating: 1800 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[DimmyT's solution](#)

1202.

1304D

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Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

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1203.

1290B

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Quality: 7,156 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[DimmyT's solution](#)

1204.

1295D

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Quality: 10,218 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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1205.

1283D

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Quality: 9,442 global accepts · Rating: 1800 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[DimmyT's solution](#)

1206.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-06 · last AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[DimmyT's solution](#)

1207.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[DimmyT's solution](#)

1208.

1261B2

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

Rating: 1800 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[DimmyT's solution](#)

1209.

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[DimmyT's solution](#)

1210.

1255E1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[DimmyT's solution](#)

1211.

133E

[Logo Turtle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[DimmyT's solution](#)

1212.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[DimmyT's solution](#)

1213.

1221D

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Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[DimmyT's solution](#)

1214.

725D

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Quality: 3,093 global accepts · Rating: 1800 · first AC: 2019-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

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1215.

1213G

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Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[DimmyT's solution](#)

1216.

1207D

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Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[DimmyT's solution](#)

1217.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: games

[DimmyT's solution](#)

1218.

1186C

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

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[DimmyT's solution](#)

1219.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,702 global accepts · Rating: 1800 · first AC: 2019-06-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[DimmyT's solution](#)

1220.

1148D

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

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

[DimmyT's solution](#)

1221.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[DimmyT's solution](#)

1222.

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

[DimmyT's solution](#)

1223.

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

[DimmyT's solution](#)

1224.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-11 · last AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[DimmyT's solution](#)

1225.

1084D

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: dp, trees

[DimmyT's solution](#)

1226.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, two pointers

[DimmyT's solution](#)

1227.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-12-06 · last AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[DimmyT's solution](#)

1228.

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

[DimmyT's solution](#)

1229.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[DimmyT's solution](#)

1230.

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[DimmyT's solution](#)

1231.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2018-11-13 · last AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[DimmyT's solution](#)

1232.

301A

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

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[DimmyT's solution](#)

1233.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[DimmyT's solution](#)

1234.

1068E

[Multihedgehog](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[DimmyT's solution](#)

1235.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,809 global accepts · Rating: 1800 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[DimmyT's solution](#)

1236.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[DimmyT's solution](#)

1237.

1064D

[Labyrinth](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[DimmyT's solution](#)

1238.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[DimmyT's solution](#)

1239.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[DimmyT's solution](#)

1240.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math

[DimmyT's solution](#)

1241.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[DimmyT's solution](#)

1242.

1030D

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

Quality: 6,254 global accepts · Rating: 1800 · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory

[DimmyT's solution](#)

1243.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[DimmyT's solution](#)

1244.

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: number theory

[DimmyT's solution](#)

1245.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2018-07-10 · GNU C++11 (first AC) · Tags: sortings

[DimmyT's solution](#)

1246.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[DimmyT's solution](#)

1247.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: greedy, sortings

[DimmyT's solution](#)

1248.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[DimmyT's solution](#)

1249.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[DimmyT's solution](#)

1250.

984D

[XOR-pyramid](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: dp

[DimmyT's solution](#)

1251.

220B

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

Quality: 12,885 global accepts · Rating: 1800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[DimmyT's solution](#)

1252.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-15 · last AC: 2018-05-15 · GNU C++11 (first AC) · Tags: greedy

[DimmyT's solution](#)

1253.

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2018-04-25 · GNU C++11 (first AC) · Tags: math

[DimmyT's solution](#)

1254.

964C

[Alternating Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-04-18 · GNU C++11 (first AC) · Tags: math, matrices, number theory

[DimmyT's solution](#)

1255.

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: binary search, two pointers

[DimmyT's solution](#)

1256.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[DimmyT's solution](#)

1257.

948D

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[DimmyT's solution](#)

1258.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[DimmyT's solution](#)

1259.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-02-18 · last AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[DimmyT's solution](#)

1260.

934C

[A Twisty Movement](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[DimmyT's solution](#)

1261.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,012 global accepts · Rating: 1800 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[DimmyT's solution](#)

1262.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[DimmyT's solution](#)

1263.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-13 · last AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[DimmyT's solution](#)

1264.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[DimmyT's solution](#)

1265.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[DimmyT's solution](#)

1266.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[DimmyT's solution](#)

1267.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[DimmyT's solution](#)

1268.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[DimmyT's solution](#)

1269.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[DimmyT's solution](#)

1270.

1938C

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Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

1271.

1898D

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Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[DimmyT's solution](#)

1272.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[DimmyT's solution](#)

1273.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[DimmyT's solution](#)

1274.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[DimmyT's solution](#)

1275.

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[DimmyT's solution](#)

1276.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[DimmyT's solution](#)

1277.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[DimmyT's solution](#)

1278.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[DimmyT's solution](#)

1279.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,332 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[DimmyT's solution](#)

1280.

1787D

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Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[DimmyT's solution](#)

1281.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[DimmyT's solution](#)

1282.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[DimmyT's solution](#)

1283.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[DimmyT's solution](#)

1284.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,366 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[DimmyT's solution](#)

1285.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[DimmyT's solution](#)

1286.

1744E2

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

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[DimmyT's solution](#)

1287.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[DimmyT's solution](#)

1288.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[DimmyT's solution](#)

1289.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[DimmyT's solution](#)

1290.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[DimmyT's solution](#)

1291.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[DimmyT's solution](#)

1292.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[DimmyT's solution](#)

1293.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[DimmyT's solution](#)

1294.

1678E

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

Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, math

[DimmyT's solution](#)

1295.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1900 · first AC: 2022-05-03 · last AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[DimmyT's solution](#)

1296.

1673D

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

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

[DimmyT's solution](#)

1297.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[DimmyT's solution](#)

1298.

463D

[Gargari and Permutations](#) · [Tutorial](#)

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[DimmyT's solution](#)

1299.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[DimmyT's solution](#)

1300.

1601B

[Frog Traveler](#) · [Tutorial](#)

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

[DimmyT's solution](#)

1301.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[DimmyT's solution](#)

1302.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[DimmyT's solution](#)

1303.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[DimmyT's solution](#)

1304.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[DimmyT's solution](#)

1305.

1477B

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

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

[DimmyT's solution](#)

1306.

1471D

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

Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[DimmyT's solution](#)

1307.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[DimmyT's solution](#)

1308.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[DimmyT's solution](#)

1309.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[DimmyT's solution](#)

1310.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[DimmyT's solution](#)

1311.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[DimmyT's solution](#)

1312.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[DimmyT's solution](#)

1313.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-09-16 · last AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[DimmyT's solution](#)

1314.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[DimmyT's solution](#)

1315.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[DimmyT's solution](#)

1316.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[DimmyT's solution](#)

1317.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[DimmyT's solution](#)

1318.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,229 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[DimmyT's solution](#)

1319.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,451 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[DimmyT's solution](#)

1320.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[DimmyT's solution](#)

1321.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[DimmyT's solution](#)

1322.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[DimmyT's solution](#)

1323.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[DimmyT's solution](#)

1324.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,172 global accepts · Rating: 1900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[DimmyT's solution](#)

1325.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[DimmyT's solution](#)

1326.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures

[DimmyT's solution](#)

1327.

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

[DimmyT's solution](#)

1328.

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[DimmyT's solution](#)

1329.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 1900 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

[DimmyT's solution](#)

1330.

926E

[Merge Equal Elements](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 1900 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[DimmyT's solution](#)

1331.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, sortings, strings

[DimmyT's solution](#)

1332.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[DimmyT's solution](#)

1333.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[DimmyT's solution](#)

1334.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[DimmyT's solution](#)

1335.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[DimmyT's solution](#)

1336.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, interactive

[DimmyT's solution](#)

1337.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,722 global accepts · Rating: 1900 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[DimmyT's solution](#)

1338.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[DimmyT's solution](#)

1339.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[DimmyT's solution](#)

1340.

1305D

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

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

[DimmyT's solution](#)

1341.

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,289 global accepts · Rating: 1900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[DimmyT's solution](#)

1342.

993B

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

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[DimmyT's solution](#)

1343.

1307D

[Cow and Fields](#) · [Tutorial](#)

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

[DimmyT's solution](#)

1344.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[DimmyT's solution](#)

1345.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[DimmyT's solution](#)

1346.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[DimmyT's solution](#)

1347.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[DimmyT's solution](#)

1348.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[DimmyT's solution](#)

1349.

1276B

[Two Fairs](#) · [Tutorial](#)

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

[DimmyT's solution](#)

1350.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[DimmyT's solution](#)

1351.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[DimmyT's solution](#)

1352.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,603 global accepts · Rating: 1900 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[DimmyT's solution](#)

1353.

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, implementation, two pointers

[DimmyT's solution](#)

1354.

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

[DimmyT's solution](#)

1355.

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[DimmyT's solution](#)

1356.

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

[DimmyT's solution](#)

1357.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[DimmyT's solution](#)

1358.

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[DimmyT's solution](#)

1359.

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[DimmyT's solution](#)

1360.

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

[DimmyT's solution](#)

1361.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[DimmyT's solution](#)

1362.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[DimmyT's solution](#)

1363.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[DimmyT's solution](#)

1364.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,066 global accepts · Rating: 1900 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: greedy, sortings

[DimmyT's solution](#)

1365.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[DimmyT's solution](#)

1366.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[DimmyT's solution](#)

1367.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[DimmyT's solution](#)

1368.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1900 · first AC: 2019-04-13 · last AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[DimmyT's solution](#)

1369.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[DimmyT's solution](#)

1370.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory, strings

[DimmyT's solution](#)

1371.

1112C

[Diana and Liana](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[DimmyT's solution](#)

1372.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[DimmyT's solution](#)

1373.

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

[DimmyT's solution](#)

1374.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DimmyT's solution](#)

1375.

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[DimmyT's solution](#)

1376.

1032D

[Barcelonian Distance](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1900 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[DimmyT's solution](#)

1377.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[DimmyT's solution](#)

1378.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[DimmyT's solution](#)

1379.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[DimmyT's solution](#)

1380.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[DimmyT's solution](#)

1381.

1068D

[Array Without Local Maximums](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[DimmyT's solution](#)

1382.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing

[DimmyT's solution](#)

1383.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[DimmyT's solution](#)

1384.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2018-10-16 · last AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DimmyT's solution](#)

1385.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[DimmyT's solution](#)

1386.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[DimmyT's solution](#)

1387.

949C

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

Quality: 2,252 global accepts · Rating: 1900 · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[DimmyT's solution](#)

1388.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,378 global accepts · Rating: 1900 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[DimmyT's solution](#)

1389.

1041E

[Tree Reconstruction](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[DimmyT's solution](#)

1390.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2018-08-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[DimmyT's solution](#)

1391.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-08-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[DimmyT's solution](#)

1392.

1013E

[Hills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: dp

[DimmyT's solution](#)

1393.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,044 global accepts · Rating: 1900 · first AC: 2018-06-28 · GNU C++11 (first AC) · Tags: combinatorics, dp

[DimmyT's solution](#)

1394.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-28 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[DimmyT's solution](#)

1395.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, trees

[DimmyT's solution](#)

1396.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-04-26 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, two pointers

[DimmyT's solution](#)

1397.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[DimmyT's solution](#)

1398.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2018-04-04 · last AC: 2018-04-04 · GNU C++11 (first AC) · Tags: data structures

[DimmyT's solution](#)

1399.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-04 · last AC: 2018-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[DimmyT's solution](#)

1400.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[DimmyT's solution](#)

1401.

729E

[Subordinates](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, sortings

[DimmyT's solution](#)

1402.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[DimmyT's solution](#)

1403.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[DimmyT's solution](#)

1404.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy

[DimmyT's solution](#)

1405.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1900 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[DimmyT's solution](#)

1406.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 1900 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation

[DimmyT's solution](#)

1407.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[DimmyT's solution](#)

1408.

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[DimmyT's solution](#)

1409.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[DimmyT's solution](#)

1410.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[DimmyT's solution](#)

1411.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[DimmyT's solution](#)

1412.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[DimmyT's solution](#)

1413.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[DimmyT's solution](#)

1414.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[DimmyT's solution](#)

1415.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[DimmyT's solution](#)

1416.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[DimmyT's solution](#)

1417.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[DimmyT's solution](#)

1418.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[DimmyT's solution](#)

1419.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers

[DimmyT's solution](#)

1420.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-13 · last AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[DimmyT's solution](#)

1421.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[DimmyT's solution](#)

1422.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[DimmyT's solution](#)

1423.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[DimmyT's solution](#)

1424.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[DimmyT's solution](#)

1425.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[DimmyT's solution](#)

1426.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[DimmyT's solution](#)

1427.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[DimmyT's solution](#)

1428.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[DimmyT's solution](#)

1429.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[DimmyT's solution](#)

1430.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[DimmyT's solution](#)

1431.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[DimmyT's solution](#)

1432.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[DimmyT's solution](#)

1433.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[DimmyT's solution](#)

1434.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2021-04-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[DimmyT's solution](#)

1435.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2021-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math

[DimmyT's solution](#)

1436.

1487E

[Cheap Dinner](#) · [Tutorial](#)

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

[DimmyT's solution](#)

1437.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-20 · last AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: dp

[DimmyT's solution](#)

1438.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[DimmyT's solution](#)

1439.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2020-11-06 · last AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[DimmyT's solution](#)

1440.

1427D

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

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[DimmyT's solution](#)

1441.

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[DimmyT's solution](#)

1442.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[DimmyT's solution](#)

1443.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[DimmyT's solution](#)

1444.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[DimmyT's solution](#)

1445.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[DimmyT's solution](#)

1446.

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[DimmyT's solution](#)

1447.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[DimmyT's solution](#)

1448.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[DimmyT's solution](#)

1449.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[DimmyT's solution](#)

1450.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[DimmyT's solution](#)

1451.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[DimmyT's solution](#)

1452.

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[DimmyT's solution](#)

1453.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[DimmyT's solution](#)

1454.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[DimmyT's solution](#)

1455.

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[DimmyT's solution](#)

1456.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[DimmyT's solution](#)

1457.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2020-04-06 · last AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[DimmyT's solution](#)

1458.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2020-04-06 · last AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[DimmyT's solution](#)

1459.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[DimmyT's solution](#)

1460.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games

[DimmyT's solution](#)

1461.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[DimmyT's solution](#)

1462.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[DimmyT's solution](#)

1463.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[DimmyT's solution](#)

1464.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[DimmyT's solution](#)

1465.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[DimmyT's solution](#)

1466.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[DimmyT's solution](#)

1467.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[DimmyT's solution](#)

1468.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[DimmyT's solution](#)

1469.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · last AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[DimmyT's solution](#)

1470.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[DimmyT's solution](#)

1471.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[DimmyT's solution](#)

1472.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[DimmyT's solution](#)

1473.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[DimmyT's solution](#)

1474.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[DimmyT's solution](#)

1475.

1237D

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

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

[DimmyT's solution](#)

1476.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: ternary search

[DimmyT's solution](#)

1477.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[DimmyT's solution](#)

1478.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[DimmyT's solution](#)

1479.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[DimmyT's solution](#)

1480.

1230E

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

Rating: 2000 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, trees

[DimmyT's solution](#)

1481.

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[DimmyT's solution](#)

1482.

870D

[Something with XOR Queries](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2000 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[DimmyT's solution](#)

1483.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,710 global accepts · Rating: 2000 · first AC: 2019-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[DimmyT's solution](#)

1484.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[DimmyT's solution](#)

1485.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[DimmyT's solution](#)

1486.

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[DimmyT's solution](#)

1487.

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2019-06-10 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[DimmyT's solution](#)

1488.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: games

[DimmyT's solution](#)

1489.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2019-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[DimmyT's solution](#)

1490.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[DimmyT's solution](#)

1491.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · last AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[DimmyT's solution](#)

1492.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,061 global accepts · Rating: 2000 · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[DimmyT's solution](#)

1493.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-23 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[DimmyT's solution](#)

1494.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[DimmyT's solution](#)

1495.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: greedy, strings

[DimmyT's solution](#)

1496.

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-05 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[DimmyT's solution](#)

1497.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[DimmyT's solution](#)

1498.

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[DimmyT's solution](#)

1499.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[DimmyT's solution](#)

1500.

341C

[lahub and Permutations](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[DimmyT's solution](#)

1501.

672D

[Robin Hood](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[DimmyT's solution](#)

1502.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[DimmyT's solution](#)

1503.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[DimmyT's solution](#)

1504.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[DimmyT's solution](#)

1505.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2000 · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[DimmyT's solution](#)

1506.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,873 global accepts · Rating: 2000 · first AC: 2018-07-02 · GNU C++11 (first AC) · Tags: geometry

[DimmyT's solution](#)

1507.

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

[DimmyT's solution](#)

1508.

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, strings

[DimmyT's solution](#)

1509.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[DimmyT's solution](#)

1510.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2018-05-25 · GNU C++11 (first AC) · Tags: dp, sortings

[DimmyT's solution](#)

1511.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-03 · GNU C++11 (first AC) · Tags: geometry, math

[DimmyT's solution](#)

1512.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 2000 · first AC: 2018-04-25 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[DimmyT's solution](#)

1513.

964D

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

Quality: 2000 · first AC: 2018-04-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[DimmyT's solution](#)

1514.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,752 global accepts · Rating: 2000 · first AC: 2018-04-16 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[DimmyT's solution](#)

1515.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2018-02-28 · last AC: 2018-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[DimmyT's solution](#)

1516.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[DimmyT's solution](#)

1517.

897D

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2000 · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, interactive

[DimmyT's solution](#)

1518.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[DimmyT's solution](#)

1519.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 2100 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[DimmyT's solution](#)

1520.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[DimmyT's solution](#)

1521.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

1522.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[DimmyT's solution](#)

1523.

894E

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

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[DimmyT's solution](#)

1524.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[DimmyT's solution](#)

1525.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[DimmyT's solution](#)

1526.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[DimmyT's solution](#)

1527.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[DimmyT's solution](#)

1528.

1810E

[Monsters](#) · [Tutorial](#)

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1529.

1776G

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1530.

1771D

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1531.

1267K

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1532.

1732C2

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1533.

1684E

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1534.

992D

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1535.

1668D

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1536.

1666J

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1537.

1660F2

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1538.

1637E

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1539.

1626D

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1540.

1464B

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1541.

1516D

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1542.

1486D

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1543.

1479B2

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1544.

1108E2

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1545.

1466F

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1546.

1446C

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1547.

797D

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1548.

632D

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1549.

771C

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1550.

1387A

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1551.

1387B1

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1552.

1372D

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1553.

576C

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1554.

576B

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1555.

1364D

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1556.

1370E

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1557.

665E

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1558.

1366E

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1559.

1365F

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1560.

1363D

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1562.

837E

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1354E

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1355E

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1566.

1343E

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1567.

1296F

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1568.

1333D

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1569.

414C

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1312E

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489F

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1299C

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463E

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960F

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1582.

1278D

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1271E

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1271D

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1585.

1263E

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1255E2

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1207F

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1593.

1204D2

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1201D

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1185G1

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1600.

1176F

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1601.

1167E

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1602.

1166E

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1603.

1158C

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1604.

1163D

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1605.

1152D

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1606.

372C

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1607.

1112D

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1106E

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1609.

985E

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1610.

976E

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1611.

1077F2

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1612.

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1613.

132D

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1614.

103D

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1615.

226D

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1616.

301B

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1617.

1074C

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1618.

1028D

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1619.

899F

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1620.

229D

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1621.

343D

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1622.

333D

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1623.

1023E

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[DimmyT's solution](#)

1624.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-20 · GNU C++11 (first AC) · Tags: brute force, dp, math, number theory, trees

[DimmyT's solution](#)

1625.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[DimmyT's solution](#)

1626.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2100 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: dp

[DimmyT's solution](#)

1627.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: brute force, greedy

[DimmyT's solution](#)

1628.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2018-06-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[DimmyT's solution](#)

1629.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[DimmyT's solution](#)

1630.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2018-04-23 · GNU C++11 (first AC) · Tags: data structures

[DimmyT's solution](#)

1631.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[DimmyT's solution](#)

1632.

937D

[Sleepy Game](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, games, graphs

[DimmyT's solution](#)

1633.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2100 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[DimmyT's solution](#)

1634.

546E

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

Quality: 4,313 global accepts · Rating: 2100 · first AC: 2017-08-15 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, math

[DimmyT's solution](#)

1635.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[DimmyT's solution](#)

1636.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[DimmyT's solution](#)

1637.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[DimmyT's solution](#)

1638.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[DimmyT's solution](#)

1639.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

1640.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[DimmyT's solution](#)

1641.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[DimmyT's solution](#)

1642.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[DimmyT's solution](#)

1643.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[DimmyT's solution](#)

1644.

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2023-05-10 · last AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[DimmyT's solution](#)

1645.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[DimmyT's solution](#)

1646.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[DimmyT's solution](#)

1647.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[DimmyT's solution](#)

1648.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[DimmyT's solution](#)

1649.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[DimmyT's solution](#)

1650.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[DimmyT's solution](#)

1651.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[DimmyT's solution](#)

1652.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[DimmyT's solution](#)

1653.

1666I

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

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[DimmyT's solution](#)

1654.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[DimmyT's solution](#)

1655.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[DimmyT's solution](#)

1656.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[DimmyT's solution](#)

1657.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[DimmyT's solution](#)

1658.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[DimmyT's solution](#)

1659.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[DimmyT's solution](#)

1660.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[DimmyT's solution](#)

1661.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[DimmyT's solution](#)

1662.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[DimmyT's solution](#)

1663.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[DimmyT's solution](#)

1664.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[DimmyT's solution](#)

1665.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[DimmyT's solution](#)

1666.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[DimmyT's solution](#)

1667.

1477C

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

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[DimmyT's solution](#)

1668.

1471F

[Strange Housing](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[DimmyT's solution](#)

1669.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[DimmyT's solution](#)

1670.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[DimmyT's solution](#)

1671.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[DimmyT's solution](#)

1672.

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2200 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[DimmyT's solution](#)

1673.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities, trees

[DimmyT's solution](#)

1674.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[DimmyT's solution](#)

1675.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[DimmyT's solution](#)

1676.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2020-06-29 · last AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[DimmyT's solution](#)

1677.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[DimmyT's solution](#)

1678.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[DimmyT's solution](#)

1679.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-14 · last AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[DimmyT's solution](#)

1680.

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

[DimmyT's solution](#)

1681.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[DimmyT's solution](#)

1682.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[DimmyT's solution](#)

1683.

979D

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

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[DimmyT's solution](#)

1684.

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

[DimmyT's solution](#)

1685.

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[DimmyT's solution](#)

1686.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[DimmyT's solution](#)

1687.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[DimmyT's solution](#)

1688.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[DimmyT's solution](#)

1689.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[DimmyT's solution](#)

1690.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[DimmyT's solution](#)

1691.

1305E

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

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[DimmyT's solution](#)

1692.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[DimmyT's solution](#)

1693.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[DimmyT's solution](#)

1694.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[DimmyT's solution](#)

1695.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[DimmyT's solution](#)

1696.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[DimmyT's solution](#)

1697.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees
[DimmyT's solution](#)

1698.

505D

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

Quality: 2,930 global accepts · Rating: 2200 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
[DimmyT's solution](#)

1699.

1261C

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

Rating: 2200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths
[DimmyT's solution](#)

1700.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings
[DimmyT's solution](#)

1701.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees
[DimmyT's solution](#)

1702.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer
[DimmyT's solution](#)

1703.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[DimmyT's solution](#)

1704.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[DimmyT's solution](#)

1705.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-10-24 · last AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[DimmyT's solution](#)

1706.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[DimmyT's solution](#)

1707.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[DimmyT's solution](#)

1708.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[DimmyT's solution](#)

1709.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[DimmyT's solution](#)

1710.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[DimmyT's solution](#)

1711.

603C

[Lieses of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[DimmyT's solution](#)

1712.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, trees

[DimmyT's solution](#)

1713.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[DimmyT's solution](#)

1714.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-20 · last AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[DimmyT's solution](#)

1715.

1179C

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

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[DimmyT's solution](#)

1716.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2019-06-16 · last AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[DimmyT's solution](#)

1717.

1175E

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

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-06-06 · last AC: 2019-06-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[DimmyT's solution](#)**1718.**

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[DimmyT's solution](#)**1719.**

1158B

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

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[DimmyT's solution](#)**1720.**

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[DimmyT's solution](#)**1721.**

1156D

[0-1-Tree](#) · [Tutorial](#)

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

[DimmyT's solution](#)**1722.**

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[DimmyT's solution](#)**1723.**

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[DimmyT's solution](#)**1724.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-08 · last AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[DimmyT's solution](#)**1725.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[DimmyT's solution](#)**1726.**

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[DimmyT's solution](#)

1727.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-15 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs

[DimmyT's solution](#)

1728.

338C

[Divisor Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-11-22 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[DimmyT's solution](#)

1729.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[DimmyT's solution](#)

1730.

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-11-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math

[DimmyT's solution](#)

1731.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2018-11-06 · last AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DimmyT's solution](#)

1732.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, geometry, trees

[DimmyT's solution](#)

1733.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[DimmyT's solution](#)

1734.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[DimmyT's solution](#)

1735.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[DimmyT's solution](#)

1736.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[DimmyT's solution](#)

1737.

1040E

[Network Safety](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs

[DimmyT's solution](#)

1738.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: graphs

[DimmyT's solution](#)

1739.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2018-07-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry

[DimmyT's solution](#)

1740.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2018-07-21 · last AC: 2018-07-21 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[DimmyT's solution](#)

1741.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, strings, trees

[DimmyT's solution](#)

1742.

981E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[DimmyT's solution](#)

1743.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[DimmyT's solution](#)

1744.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[DimmyT's solution](#)

1745.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[DimmyT's solution](#)

1746.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2018-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[DimmyT's solution](#)

1747.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2017-10-09 · last AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DimmyT's solution](#)

1748.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[DimmyT's solution](#)

1749.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[DimmyT's solution](#)

1750.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[DimmyT's solution](#)

1751.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

1752.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[DimmyT's solution](#)

1753.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[DimmyT's solution](#)

1754.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[DimmyT's solution](#)

1755.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · last AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[DimmyT's solution](#)

1756.

1805E

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

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[DimmyT's solution](#)

1757.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[DimmyT's solution](#)

1758.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-12-01 · last AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[DimmyT's solution](#)

1759.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[DimmyT's solution](#)

1760.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[DimmyT's solution](#)

1761.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[DimmyT's solution](#)

1762.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[DimmyT's solution](#)

1763.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[DimmyT's solution](#)

1764.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[DimmyT's solution](#)

1765.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[DimmyT's solution](#)

1766.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[DimmyT's solution](#)

1767.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[DimmyT's solution](#)

1768.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[DimmyT's solution](#)

1769.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2021-04-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[DimmyT's solution](#)

1770.

1086C

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

Rating: 2300 · first AC: 2021-02-11 · last AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[DimmyT's solution](#)

1771.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[DimmyT's solution](#)

1772.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2021-01-25 · last AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[DimmyT's solution](#)

1773.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[DimmyT's solution](#)

1774.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[DimmyT's solution](#)

1775.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[DimmyT's solution](#)

1776.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[DimmyT's solution](#)

1777.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[DimmyT's solution](#)

1778.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[DimmyT's solution](#)

1779.

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, math

[DimmyT's solution](#)

1780.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[DimmyT's solution](#)

1781.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 2300 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[DimmyT's solution](#)

1782.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2020-05-22 · last AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[DimmyT's solution](#)

1783.

713C

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

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2020-05-20 · last AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[DimmyT's solution](#)

1784.

901C

[Bipartite Segments](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[DimmyT's solution](#)

1785.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[DimmyT's solution](#)

1786.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[DimmyT's solution](#)

1787.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[DimmyT's solution](#)

1788.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[DimmyT's solution](#)

1789.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[DimmyT's solution](#)

1790.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[DimmyT's solution](#)

1791.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2020-03-18 · last AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[DimmyT's solution](#)

1792.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[DimmyT's solution](#)

1793.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[DimmyT's solution](#)

1794.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[DimmyT's solution](#)

1795.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[DimmyT's solution](#)

1796.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[DimmyT's solution](#)

1797.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[DimmyT's solution](#)

1798.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp,

greedy, trees

[DimmyT's solution](#)

1799.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[DimmyT's solution](#)

1800.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-02 · last AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[DimmyT's solution](#)

1801.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[DimmyT's solution](#)

1802.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, dsu

[DimmyT's solution](#)

1803.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[DimmyT's solution](#)

1804.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[DimmyT's solution](#)

1805.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory, two pointers

[DimmyT's solution](#)

1806.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2019-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[DimmyT's solution](#)

1807.

870E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2019-08-11 · last AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[DimmyT's solution](#)

1808.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2019-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy

[DimmyT's solution](#)

1809.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[DimmyT's solution](#)

1810.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[DimmyT's solution](#)

1811.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy

[DimmyT's solution](#)

1812.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2019-04-26 · last AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[DimmyT's solution](#)

1813.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[DimmyT's solution](#)

1814.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2019-02-05 · last AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[DimmyT's solution](#)

1815.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2019-01-15 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[DimmyT's solution](#)

1816.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: dp, math

[DimmyT's solution](#)

1817.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[DimmyT's solution](#)

1818.

414D

[Mashmokh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[DimmyT's solution](#)

1819.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[DimmyT's solution](#)

1820.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2018-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[DimmyT's solution](#)

1821.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2018-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[DimmyT's solution](#)

1822.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 2300 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[DimmyT's solution](#)

1823.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing

[DimmyT's solution](#)

1824.

438D

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

Quality: 11,599 global accepts · Rating: 2300 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[DimmyT's solution](#)

1825.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[DimmyT's solution](#)

1826.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2018-08-23 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[DimmyT's solution](#)

1827.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,752 global accepts · Rating: 2300 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[DimmyT's solution](#)

1828.

996E

[Leaving the Bar](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[DimmyT's solution](#)

1829.

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2018-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[DimmyT's solution](#)

1830.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[DimmyT's solution](#)

1831.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[DimmyT's solution](#)

1832.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

1833.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

1834.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[DimmyT's solution](#)

1835.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[DimmyT's solution](#)

1836.

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[DimmyT's solution](#)

1837.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[DimmyT's solution](#)

1838.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[DimmyT's solution](#)

1839.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[DimmyT's solution](#)

1840.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[DimmyT's solution](#)

1841.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-18 · last AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[DimmyT's solution](#)

1842.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2022-11-29 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

1843.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[DimmyT's solution](#)

1844.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[DimmyT's solution](#)

1845.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[DimmyT's solution](#)

1846.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[DimmyT's solution](#)

1847.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-18 · last AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[DimmyT's solution](#)

1848.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[DimmyT's solution](#)

1849.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-16 · last AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[DimmyT's solution](#)

1850.

1329C

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

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[DimmyT's solution](#)

1851.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[DimmyT's solution](#)

1852.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[DimmyT's solution](#)

1853.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[DimmyT's solution](#)

1854.

1633E

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

Quality: 1,743 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[DimmyT's solution](#)

1855.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[DimmyT's solution](#)

1856.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[DimmyT's solution](#)

1857.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2021-12-21 · last AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[DimmyT's solution](#)

1858.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[DimmyT's solution](#)

1859.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[DimmyT's solution](#)

1860.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[DimmyT's solution](#)

1861.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-02 · last AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[DimmyT's solution](#)

1862.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · last AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[DimmyT's solution](#)

1863.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2020-12-24 · last AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[DimmyT's solution](#)

1864.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[DimmyT's solution](#)

1865.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[DimmyT's solution](#)

1866.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[DimmyT's solution](#)

1867.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · last AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[DimmyT's solution](#)

1868.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2020-10-09 · Java 8 (first AC) · Tags: divide and conquer, dp, fft, math

[DimmyT's solution](#)

1869.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[DimmyT's solution](#)

1870.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[DimmyT's solution](#)

1871.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[DimmyT's solution](#)

1872.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-09-19 · last AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[DimmyT's solution](#)

1873.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[DimmyT's solution](#)

1874.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[DimmyT's solution](#)

1875.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[DimmyT's solution](#)

1876.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[DimmyT's solution](#)

1877.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · last AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[DimmyT's solution](#)

1878.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[DimmyT's solution](#)

1879.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[DimmyT's solution](#)

1880.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[DimmyT's solution](#)

1881.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[DimmyT's solution](#)

1882.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[DimmyT's solution](#)

1883.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[DimmyT's solution](#)

1884.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[DimmyT's solution](#)

1885.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[DimmyT's solution](#)

1886.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[DimmyT's solution](#)

1887.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[DimmyT's solution](#)

1888.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, sortings

[DimmyT's solution](#)

1889.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[DimmyT's solution](#)

1890.

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[DimmyT's solution](#)

1891.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, two pointers

[DimmyT's solution](#)

1892.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[DimmyT's solution](#)

1893.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[DimmyT's solution](#)

1894.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[DimmyT's solution](#)

1895.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[DimmyT's solution](#)

1896.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[DimmyT's solution](#)

1897.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[DimmyT's solution](#)

1898.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[DimmyT's solution](#)

1899.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[DimmyT's solution](#)

1900.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[DimmyT's solution](#)

1901.

1237E

[Balanced Binary Search Trees · Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-17 · last AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[DimmyT's solution](#)

1902.

1230F

[Konrad and Company Evaluation · Tutorial](#)

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

[DimmyT's solution](#)

1903.

1221F

[Choose a Square · Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[DimmyT's solution](#)

1904.

1000F

[One Occurrence · Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2019-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[DimmyT's solution](#)

1905.

1202E

[You Are Given Some Strings... · Tutorial](#)

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2019-08-09 · last AC: 2019-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[DimmyT's solution](#)

1906.

1182D

[Complete Mirror · Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-11 · last AC: 2019-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[DimmyT's solution](#)

1907.

1174F

[Ehab and the Big Finale · Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-06-03 · last AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[DimmyT's solution](#)

1908.

1166F

[Vicky's Delivery Service · Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[DimmyT's solution](#)

1909.

1032F

[Vasya and Maximum Matching · Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[DimmyT's solution](#)

1910.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[DimmyT's solution](#)

1911.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[DimmyT's solution](#)

1912.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2019-04-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[DimmyT's solution](#)

1913.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2019-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[DimmyT's solution](#)

1914.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2019-03-21 · last AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[DimmyT's solution](#)

1915.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar

[DimmyT's solution](#)

1916.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DimmyT's solution](#)

1917.

1107E

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

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[DimmyT's solution](#)

1918.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2018-12-16 · last AC: 2018-12-16 · GNU C++11 (first AC) · Tags: data structures

[DimmyT's solution](#)

1919.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: graphs, shortest paths, trees

[DimmyT's solution](#)

1920.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: dp, math, number theory

[DimmyT's solution](#)

1921.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-05 · GNU C++11 (first AC) · Tags: dp, greedy, math, trees

[DimmyT's solution](#)

1922.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2018-11-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing

[DimmyT's solution](#)

1923.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, number theory

[DimmyT's solution](#)

1924.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[DimmyT's solution](#)

1925.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[DimmyT's solution](#)

1926.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[DimmyT's solution](#)

1927.

1074D

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

Rating: 2400 · first AC: 2018-11-05 · last AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, hashing

[DimmyT's solution](#)

1928.

815C

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

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2018-02-16 · last AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[DimmyT's solution](#)

1929.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[DimmyT's solution](#)

1930.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[DimmyT's solution](#)

1931.

288D

[Polo the Penguin and Trees](#) · [Tutorial](#)

Quality: 838 global accepts · Rating: 2400 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, trees

[DimmyT's solution](#)

1932.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2018-06-12 · last AC: 2018-06-12 · GNU C++11 (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[DimmyT's solution](#)

1933.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: data structures

[DimmyT's solution](#)

1934.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-23 · last AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[DimmyT's solution](#)

1935.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[DimmyT's solution](#)

1936.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[DimmyT's solution](#)

1937.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[DimmyT's solution](#)

1938.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[DimmyT's solution](#)

1939.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[DimmyT's solution](#)

1940.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[DimmyT's solution](#)

1941.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[DimmyT's solution](#)

1942.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[DimmyT's solution](#)

1943.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[DimmyT's solution](#)

1944.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[DimmyT's solution](#)

1945.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[DimmyT's solution](#)

1946.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2022-05-05 · last AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[DimmyT's solution](#)

1947.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[DimmyT's solution](#)

1948.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[DimmyT's solution](#)

1949.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dsu

[DimmyT's solution](#)

1950.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[DimmyT's solution](#)

1951.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-12 · last AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[DimmyT's solution](#)

1952.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[DimmyT's solution](#)

1953.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[DimmyT's solution](#)

1954.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, greedy

[DimmyT's solution](#)

1955.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[DimmyT's solution](#)

1956.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-12 · last AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[DimmyT's solution](#)

1957.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[DimmyT's solution](#)

1958.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[DimmyT's solution](#)

1959.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[DimmyT's solution](#)

1960.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2021-08-05 · last AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, sortings

[DimmyT's solution](#)

1961.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[DimmyT's solution](#)

1962.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[DimmyT's solution](#)

1963.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, number theory

[DimmyT's solution](#)

1964.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-24 · last AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[DimmyT's solution](#)

1965.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[DimmyT's solution](#)

1966.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[DimmyT's solution](#)

1967.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[DimmyT's solution](#)

1968.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[DimmyT's solution](#)

1969.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[DimmyT's solution](#)

1970.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[DimmyT's solution](#)

1971.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[DimmyT's solution](#)

1972.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2020-10-31 · last AC: 2020-10-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[DimmyT's solution](#)

1973.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[DimmyT's solution](#)

1974.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-15 · last AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[DimmyT's solution](#)

1975.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-09 · last AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[DimmyT's solution](#)

1976.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[DimmyT's solution](#)

1977.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[DimmyT's solution](#)

1978.

1387B2

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

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees

[DimmyT's solution](#)

1979.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: games

[DimmyT's solution](#)

1980.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[DimmyT's solution](#)

1981.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[DimmyT's solution](#)

1982.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[DimmyT's solution](#)

1983.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[DimmyT's solution](#)

1984.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[DimmyT's solution](#)

1985.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, implementation

[DimmyT's solution](#)

1986.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[DimmyT's solution](#)

1987.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[DimmyT's solution](#)

1988.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: games, two pointers

[DimmyT's solution](#)

1989.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[DimmyT's solution](#)

1990.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2020-02-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[DimmyT's solution](#)

1991.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[DimmyT's solution](#)

1992.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2020-02-16 · last AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[DimmyT's solution](#)

1993.

687D

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

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2020-02-16 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[DimmyT's solution](#)

1994.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2020-02-10 · last AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[DimmyT's solution](#)

1995.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2020-01-09 · last AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[DimmyT's solution](#)

1996.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[DimmyT's solution](#)

1997.

736C

[Ostap and Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[DimmyT's solution](#)

1998.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[DimmyT's solution](#)

1999.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[DimmyT's solution](#)

2000.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[DimmyT's solution](#)

2001.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[DimmyT's solution](#)

2002.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2019-06-06 · last AC: 2019-06-06 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[DimmyT's solution](#)

2003.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-06-04 · last AC: 2019-06-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[DimmyT's solution](#)

2004.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[DimmyT's solution](#)

2005.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[DimmyT's solution](#)

2006.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation

[DimmyT's solution](#)

2007.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs

[DimmyT's solution](#)

2008.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy, math

[DimmyT's solution](#)

2009.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[DimmyT's solution](#)

2010.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 2500 · first AC: 2018-11-21 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[DimmyT's solution](#)

2011.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DimmyT's solution](#)

2012.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[DimmyT's solution](#)

2013.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[DimmyT's solution](#)

2014.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[DimmyT's solution](#)

2015.

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DimmyT's solution](#)

2016.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[DimmyT's solution](#)

2017.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2018-04-24 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[DimmyT's solution](#)

2018.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[DimmyT's solution](#)

2019.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer

[DimmyT's solution](#)

2020.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-20 · last AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[DimmyT's solution](#)

2021.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[DimmyT's solution](#)

2022.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-19 · last AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[DimmyT's solution](#)

2023.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2022-11-29 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[DimmyT's solution](#)

2024.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[DimmyT's solution](#)

2025.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[DimmyT's solution](#)

2026.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[DimmyT's solution](#)

2027.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[DimmyT's solution](#)

2028.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[DimmyT's solution](#)

2029.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[DimmyT's solution](#)

2030.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[DimmyT's solution](#)

2031.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[DimmyT's solution](#)

2032.

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

[DimmyT's solution](#)

2033.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[DimmyT's solution](#)

2034.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[DimmyT's solution](#)

2035.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[DimmyT's solution](#)

2036.

1398G

[Running Competition](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, fft, math, number theory

[DimmyT's solution](#)

2037.

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[DimmyT's solution](#)

2038.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[DimmyT's solution](#)

2039.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2020-06-25 · last AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[DimmyT's solution](#)

2040.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-06-24 · last AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[DimmyT's solution](#)

2041.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[DimmyT's solution](#)

2042.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[DimmyT's solution](#)

2043.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[DimmyT's solution](#)

2044.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-15 · last AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[DimmyT's solution](#)

2045.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[DimmyT's solution](#)

2046.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-02-07 · last AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[DimmyT's solution](#)

2047.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[DimmyT's solution](#)

2048.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[DimmyT's solution](#)

2049.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[DimmyT's solution](#)

2050.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[DimmyT's solution](#)

2051.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[DimmyT's solution](#)

2052.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[DimmyT's solution](#)

2053.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2018-10-17 · last AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[DimmyT's solution](#)

2054.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2019-04-25 · last AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[DimmyT's solution](#)

2055.

849E

[Goodbye Souvenir](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DimmyT's solution](#)

2056.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[DimmyT's solution](#)

2057.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2019-02-05 · last AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[DimmyT's solution](#)

2058.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[DimmyT's solution](#)

2059.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-13 · last AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[DimmyT's solution](#)

2060.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[DimmyT's solution](#)

2061.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[DimmyT's solution](#)

2062.

1814F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dsu
[DimmyT's solution](#)

2063.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers
[DimmyT's solution](#)

2064.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[DimmyT's solution](#)

2065.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-19 · last AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[DimmyT's solution](#)

2066.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2020-10-05 · last AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory
[DimmyT's solution](#)

2067.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-09-18 · last AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
[DimmyT's solution](#)

2068.

1303G

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

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2020-09-18 · last AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees
[DimmyT's solution](#)

2069.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, constructive algorithms, interactive
[DimmyT's solution](#)

2070.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive
[DimmyT's solution](#)

2071.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games
[DimmyT's solution](#)

2072.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2020-06-23 · last AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[DimmyT's solution](#)

2073.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[DimmyT's solution](#)

2074.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[DimmyT's solution](#)

2075.

1338D

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

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-13 · last AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[DimmyT's solution](#)

2076.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[DimmyT's solution](#)

2077.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[DimmyT's solution](#)

2078.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[DimmyT's solution](#)

2079.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[DimmyT's solution](#)

2080.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[DimmyT's solution](#)

2081.

1270G

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

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2020-01-01 · last AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[DimmyT's solution](#)

2082.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-20 · last AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees

[DimmyT's solution](#)

2083.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-07 · last AC: 2019-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[DimmyT's solution](#)

2084.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2700 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[DimmyT's solution](#)

2085.

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2019-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[DimmyT's solution](#)

2086.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[DimmyT's solution](#)

2087.

1148F

[Foo Fighters](#) · [Tutorial](#)

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

[DimmyT's solution](#)

2088.

1034C

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

Quality: 993 global accepts · Rating: 2700 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[DimmyT's solution](#)

2089.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2018-04-24 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[DimmyT's solution](#)

2090.

1990F

[Polygonal Segments](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[DimmyT's solution](#)

2091.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[DimmyT's solution](#)

2092.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2093.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[DimmyT's solution](#)

2094.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[DimmyT's solution](#)

2095.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[DimmyT's solution](#)

2096.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[DimmyT's solution](#)

2097.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[DimmyT's solution](#)

2098.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[DimmyT's solution](#)

2099.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees

[DimmyT's solution](#)

2100.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[DimmyT's solution](#)

2101.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[DimmyT's solution](#)

2102.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[DimmyT's solution](#)

2103.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[DimmyT's solution](#)

2104.

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[DimmyT's solution](#)

2105.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2020-04-12 · last AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[DimmyT's solution](#)

2106.

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[DimmyT's solution](#)

2107.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[DimmyT's solution](#)

2108.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[DimmyT's solution](#)

2109.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2019-08-31 · last AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[DimmyT's solution](#)

2110.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[DimmyT's solution](#)

2111.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[DimmyT's solution](#)

2112.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[DimmyT's solution](#)

2113.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-20 · last AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[DimmyT's solution](#)**2114.**

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[DimmyT's solution](#)**2115.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-07 · last AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[DimmyT's solution](#)**2116.**

741D

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

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[DimmyT's solution](#)**2117.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2020-11-16 · last AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[DimmyT's solution](#)**2118.**

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[DimmyT's solution](#)**2119.**

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[DimmyT's solution](#)**2120.**

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[DimmyT's solution](#)**2121.**

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[DimmyT's solution](#)**2122.**

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2020-04-02 · last AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices

[DimmyT's solution](#)

2123.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[DimmyT's solution](#)

2124.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2020-01-17 · last AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[DimmyT's solution](#)

2125.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2019-04-24 · last AC: 2020-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[DimmyT's solution](#)

2126.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2019-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[DimmyT's solution](#)

2127.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2019-08-03 · last AC: 2019-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DimmyT's solution](#)

2128.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2019-01-21 · GNU C++11 (first AC) · Tags: brute force, math, probabilities

[DimmyT's solution](#)

2129.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2022-12-20 · last AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[DimmyT's solution](#)

2130.

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[DimmyT's solution](#)

2131.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[DimmyT's solution](#)

2132.

771E

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

Quality: 621 global accepts · Rating: 3000 · first AC: 2020-09-13 · last AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[DimmyT's solution](#)

2133.

1320E

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

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2020-05-12 · last AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[DimmyT's solution](#)

2134.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2019-06-07 · last AC: 2019-06-07 · GNU C++11 (first AC) · Tags: dp, implementation, trees

[DimmyT's solution](#)

2135.

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[DimmyT's solution](#)

2136.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees

[DimmyT's solution](#)

2137.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[DimmyT's solution](#)

2138.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[DimmyT's solution](#)

2139.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[DimmyT's solution](#)

2140.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2019-09-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[DimmyT's solution](#)

2141.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2021-03-10 · last AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[DimmyT's solution](#)

2142.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[DimmyT's solution](#)

2143.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2020-03-24 · last AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DimmyT's solution](#)

2144.

878E

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

Quality: 737 global accepts · Rating: 3300 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[DimmyT's solution](#)

2145.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[DimmyT's solution](#)

2146.

1322F

[Assigning Fares](#) · [Tutorial](#)

Quality: 162 global accepts · Rating: 3500 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[DimmyT's solution](#)

2147.

1305G

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

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-04-12 · last AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[DimmyT's solution](#)

2148.

102512C

[Isolation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DimmyT's solution](#)

2149.

102512F

[Opposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DimmyT's solution](#)

2150.

104633I

[Quests](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2151.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2152.

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2153.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2154.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2155.

104633E

[Landscape Generator](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2156.

105255H

[Jet Lag](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · last AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2157.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-31 · last AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2158.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2159.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2160.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2161.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2162.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2163.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2164.

102511B

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

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2165.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2166.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2167.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2168.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2169.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2170.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2171.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2172.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2173.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2174.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2175.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2176.

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2177.

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2178.

105053F

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

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2179.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2180.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2181.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2182.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2183.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[DimmyT's solution](#)

2184.

104848E

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

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2185.

104848G

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

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2186.

104848D

[Christmas Children Circle](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2187.

104848H

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

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2188.

104848N

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

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2189.

104848F

[Build the Non-Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2190.

104848A

[A Non-Palindromic Modification](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2191.

104847C

[Huawei Frequencies Selection](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2192.

104847H

[Rebellious Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2193.

104847D

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

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2194.

104847E

[Raiffeisenbank Logistics](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2195.

104847K

[Dynamic Traffic with MegaFon](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2196.

104847A

[Quantum Supremacy](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2197.

104842E

[Easy Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2198.

104842C

[C and Pascal Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2199.

104842K

[King and Zeroing](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2200.

104842G

[Game With Stones](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2201.

104842F

[Fun at Luggage Claim](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2202.

104842B

[Basketball Plus-Minus](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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2203.

104842D

[Deep Primes](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2204.

104842A

[Adventure in Flatland](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2205.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2206.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2207.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2208.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2209.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2210.

104713C

[Pizzo Collectors](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2211.

104713D

[Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2212.

104713I

[Storage Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2213.

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2214.

104790I

[International Irregularities](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · last AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2215.

104790K

[King of the Hill](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2216.

104790G

[Geometry Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2217.

104790C

[Compressing Commands](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2218.

104790L

[Locking Doors](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2219.

104790J

[Jungle Job](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2220.

104790E

[Exam Study Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2221.

104790A

[\texttt{apt upgrade}](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2222.

104790B

[Battle Bots](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2223.

104790F

[Funicular Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2224.

104790D

[Democratic Naming](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2225.

104768E

[Prefix Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · PyPy 3 (first AC) · Tags: —

[DimmyT's solution](#)

2226.

104768J

[The Phantom Menace](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · last AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2227.

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · last AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2228.

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2229.

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2230.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2231.

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2232.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2233.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2234.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2235.

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2236.

104013F

[Futures Market Trends](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2237.

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2238.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2239.

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2240.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2241.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2242.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2243.

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2244.

104011N

[New White-Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2245.

104011D

[Day Streak](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2246.

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · last AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2247.

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2248.

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2249.

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2250.

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2251.

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2252.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2253.

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2254.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2255.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2256.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2257.

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · last AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2258.

101208I

[Pirate Chest](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2259.

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · last AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2260.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2261.

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2262.

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2263.

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2264.

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2265.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2266.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2267.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2268.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2269.

101137K

[Knights of the Old Republic](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2270.

101137E

[Economy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2271.

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2272.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2273.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2274.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2275.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2276.

104324K

[Postal code](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2277.

104324C

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

Rating: — · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2278.

104324G

[GCD Encryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2279.

103360D

[A@CäAD 2Cä@CB 4C´O CD@Cä8CD0](#)

Rating: — · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2280.

103358C

[A.3D0iD <C AD 8C\\$>CÀ](#)

Rating: — · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2281.

102503M

[Señorita](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2282.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2283.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2284.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2285.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2286.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2287.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2288.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2289.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · last AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2290.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2291.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2292.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2293.

103102I

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

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2294.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2295.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2296.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2297.

103990H

[Heximal](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · PyPy 3 (first AC) · Tags: —

[DimmyT's solution](#)

2298.

103990F

[Finalists](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2299.

103990B

[Balanced Seesaw Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2300.

103990C

[Correct](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2301.

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2302.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2303.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2304.

100307I

[Interactive Interception](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · last AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2305.

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2306.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2307.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2308.

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2309.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2310.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2311.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2312.

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · last AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2313.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2314.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2315.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2316.

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2317.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2318.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2319.

102136F

[Sort hacking](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2320.

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2321.

104012G

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

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2322.

103994E

[B U C A S D B C ä O D \\$ 5 C ` L C Ô K C R 4 C T @ C T 2 D Ä O](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2323.

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · last AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2324.

103931J

[Just Some Bad Memory](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2325.

103931B

[Bracket Query](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2326.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2327.

103931H

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

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2328.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2329.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2330.

103931E

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

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2331.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2332.

101611B

[Byteland Trip](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2333.

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2334.

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2335.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2336.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2337.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2338.

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2339.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2340.

102134E

[Kth subtree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · last AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2341.

102134H

[3XOR](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2342.

103934E

[Fig trees of Hatshepsut](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2343.

103486D

[Rush Morning](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · last AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2344.

103486F

[Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · last AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2345.

103486C

[Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · last AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2346.

103486G

[Matrix Repair](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2347.

103486H

[Visit the Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2348.

103486K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2349.

103486I

[Nim Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2350.

103486B

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

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2351.

103486L

[Suzuran Loves String](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2352.

103486E

[Great Detective TJC](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2353.

103486M

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2354.

103486A

[Random Number Checker](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2355.

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2356.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2357.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2358.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2359.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2360.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2361.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2362.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2363.

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2364.

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2365.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2366.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2367.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2368.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2369.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2370.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2371.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[DimmyT's solution](#)

2372.

101933A

[Altruistic Amphibians](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2373.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2374.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2375.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2376.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2377.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2378.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2379.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2380.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2381.

103261E

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

Rating: — · first AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2382.

103261C

[StalinSort Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2383.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2384.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2385.

101806X

[Xtreme NP-hard Problem?! · Tutorial](#)

Rating: — · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2386.

101806Z

[Zigzag · Tutorial](#)

Rating: — · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2387.

101806Q

[QueryreuQ · Tutorial](#)

Rating: — · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2388.

1663B

[Mike's Sequence · Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · Python 3 (first AC) · Tags: *special, divide and conquer, implementation, math

[DimmyT's solution](#)

2389.

1663C

[P Ö! Verdon Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · Python 3 (first AC) · Tags: *special, implementation, math

[DimmyT's solution](#)

2390.

1663A

[Who Tested? · Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Python 3 (first AC) · Tags: *special, expression parsing, trees

[DimmyT's solution](#)

2391.

102341K

[Kecleon · Tutorial](#)

Rating: — · first AC: 2022-03-30 · last AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2392.

102341E

[Eevee · Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2393.

102341H

[Hypno · Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2394.

102341C

[Cloyster · Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2395.

102341G

[Gurdurr · Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2396.

102341J

[Jigglypuff](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2397.

102341A

[Alakazam](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2398.

103145A

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2399.

103145M

[Master of Shuangpin](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2400.

103145D

[Lowbit](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2401.

103145C

[Vertex Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2402.

103145K

[City](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2403.

103145I

[Takeaway](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2404.

103145E

[Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2405.

101380C

[Completely Non-zero Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2406.

101380D

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

Rating: — · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2407.

101380A

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

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2408.

101380G

[Questionable Genetic Detection](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2409.

101380H

[Strictly Off Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2410.

102331F

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

Rating: — · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2411.

102823K

[The Coin](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · last AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2412.

102823B

[Array Modify](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · last AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2413.

102823A

[Array Merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2414.

102823H

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2415.

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2416.

102823D

[Bits Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2417.

102823G

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

Rating: — · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2418.

103495H

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

Rating: — · first AC: 2021-12-30 · last AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2419.

103495F

[Jumping Monkey II](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2420.

103495L

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2421.

103495B

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2422.

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2423.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2424.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2425.

103495C

[Magical Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2426.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2427.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2428.

103466E

[Observation](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2429.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2430.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2431.

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2432.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2433.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2434.

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2435.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2436.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2437.

103485O

[The perfect base](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

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2438.

103485M

[Constellation collection](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2439.

103485L

[A tale of two cities](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2440.

103485E

[Protecting Roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2441.

103485C

[Construction of precious stones](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2442.

103485B

[Carlitos and the end of the world!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2443.

103485J

[Feedback Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2444.

103485D

[Circular Pharaoh](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2445.

103485G

[The Diversity of the Library of Alexandria](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2446.

103485N

[Game Show](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2447.

103485K

[Tributes to the Pharaohs](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2448.

103485I

[On The Way To Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2449.

103485H

[On the Way to Shopping - Easy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2450.

103485F

[Ramesses, Ra, and Roots](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2451.

103428L

[shake hands](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2452.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2453.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2454.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2455.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2456.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2457.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2458.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2459.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2460.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2461.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2462.

103443D

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

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2463.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2464.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2465.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2466.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2467.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2468.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2469.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2470.

103107L

[Labi-Ribi](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2471.

103107E

[Elastic Search](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2472.

103107J

[JOJO's Factory](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2473.

103107D

[Doin' Time](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2474.

103447L

[Karshilov's Matching Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · last AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2475.

102423C

[Elven Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2476.

102423F

[Interstellar Travel](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2477.

102423B

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2478.

102423E

[Fixed Point Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2479.

102423G

[Jumping Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2480.

102423I

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2481.

102423J

[One of Each](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2482.

102423D

[Swap Free](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2483.

102423H

[Levenshtein Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2484.

102423A

[Carryless Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2485.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2486.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2487.

103470G

[Paimon's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · last AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2488.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · last AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2489.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2490.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2491.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2492.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2493.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2494.

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2495.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2496.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2497.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2498.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2499.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2500.

103447B

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

Rating: — · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2501.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2502.

101954E

[Locker Room](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2503.

101954H

[Split Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2504.

101954J

[Escalators](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2505.

101954G

[Horsemeet](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2506.

101954F

[Lighting](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2507.

101954B

[Security Guards](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2508.

101954A

[Die](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2509.

101597I

[The Secret](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2510.

101597J

[Box Hedge](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2511.

101597F

[Mattress Run](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2512.

101597B

[Triangle in a Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2513.

101597A

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2514.

101597D

[Effective network](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2515.

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2516.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2517.

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2518.

103409J

[Suffix Automaton](#) · [Tutorial](#)

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

[DimmyT's solution](#)

2519.

103409B

[A Plus B Problem](#) · [Tutorial](#)

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

[DimmyT's solution](#)

2520.

103409K

[Tax](#) · [Tutorial](#)

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

[DimmyT's solution](#)

2521.

103409D

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

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

[DimmyT's solution](#)

2522.

103409E

[Buy and Delete](#) · [Tutorial](#)

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

[DimmyT's solution](#)

2523.

103409G

[Occupy the Cities](#) · [Tutorial](#)

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

[DimmyT's solution](#)

2524.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

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

[DimmyT's solution](#)

2525.

103409I

[PTSD](#) · [Tutorial](#)

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

[DimmyT's solution](#)

2526.

103416B

[SNEK](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · last AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2527.

103416I

[Restricted Track](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2528.

103416J

[Replace by sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2529.

103416H

[Cheap Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2530.

103416G

[Favorite Number](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2531.

103416E

[Circular Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2532.

103416D

[Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2533.

103416C

[Mura and love](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2534.

103416A

[Planet Nine](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2535.

102007D

[Driver Disagreement](#) · [Tutorial](#)

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

[DimmyT's solution](#)

2536.

102007H

[Harry the Hamster](#) · [Tutorial](#)

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

[DimmyT's solution](#)

2537.

102007K

[Kingpin Escape](#) · [Tutorial](#)

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

[DimmyT's solution](#)

2538.

102007I

[In Case of an Invasion, Please...](#) · [Tutorial](#)

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

[DimmyT's solution](#)

2539.

102007J

[Janitor Troubles](#) · [Tutorial](#)

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

[DimmyT's solution](#)

2540.

102007G

[Game Night](#) · [Tutorial](#)

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

[DimmyT's solution](#)

2541.

102007B

[Birthday Boy](#) · [Tutorial](#)

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

[DimmyT's solution](#)

2542.

102007E

[Entirely Unsorted Sequences](#) · [Tutorial](#)

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

[DimmyT's solution](#)

2543.

102007C

[Cardboard Container](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2544.

102007F

[Financial Planning](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2545.

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DimmyT's solution](#)

2546.

100181D

[A 00181C04D >CÄK](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2547.

100181F

[B 00181A2C05C08Dò ?Cä4D BD >C](#)

Rating: — · first AC: 2021-08-08 · last AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2548.

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2549.

100166C

[A 00166B 8C0B Ct=C =C,,9](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2550.

100166A

[BD, C&C@](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2551.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2552.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2553.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2554.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2555.

103107F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2556.

103107K

[Keep Eating](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2557.

103107A

[And RMQ](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2558.

1531A

[At8C03OT@hicolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-24 · last AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[DimmyT's solution](#)

2559.

1531B2

[AÄ×CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special

[DimmyT's solution](#)

2560.

1531B1

[AÄ×CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special

[DimmyT's solution](#)

2561.

102961S

[Nested Ranges Count](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2562.

102961ZI

[Maximum Subarray Sum II](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · Java 8 (first AC) · Tags: —

[DimmyT's solution](#)

2563.

102961K

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

Rating: — · first AC: 2021-05-14 · Java 8 (first AC) · Tags: —

[DimmyT's solution](#)

2564.

103048E

[Edge Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2565.

103048D

[Divide](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2566.

102979G

[Generate The Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2567.

102979J

[Junkyeom's Contest](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2568.

102961H

[Maximum Subarray Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · last AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2569.

102961ZG

[Sliding Cost](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2570.

102961ZD

[Subarray Distinct Values](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2571.

102961Q

[Josephus Problem II](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2572.

102961L

[Collecting Numbers II](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2573.

102961E

[Restaurant Customers](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2574.

102726I

[Diane's Dating Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2575.

102726F

[Zoom Exercises](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2576.

102726E

[Headquarters](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2577.

102726D

[Zoom Clumps](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2578.

102875B

[Building Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-14 · last AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2579.

102875K

[Kanade Hates Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · last AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2580.

102875I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2581.

102875A

[Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2582.

102875H

[Happy Morse Code](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2583.

102875D

[Delete Prime](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2584.

102875J

[Just Multiplicative Inverse](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2585.

102875C

[Cats](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2586.

102906D

[AöDkriD 2Cä1Cä4CÔKCR >D" :C\\$0CD@C BCä2](#)

Rating: — · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2587.

102651D

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

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2588.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2589.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2590.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2591.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2592.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2593.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2594.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2595.

102591E

[ADOCÔB@ C, 5C4> C`NC 8CÄKCR <C 3C 7C,,=D°](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[DimmyT's solution](#)

2596.

102694F

[The Lorax](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2597.

102694E

[Filthy Rich Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2598.

102694D

[Cycle Free Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2599.

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2600.

102694A

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

Rating: — · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2601.

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2602.

102257B

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2603.

102257A

[Strange Device](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2604.

102257C

[Street Lamps](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2605.

102052C

[Coins on a tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2606.

102032D

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

Rating: — · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2607.

102032C

[Innoforest](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2608.

102032B

[Squarow](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2609.

102032A

[Innohorse](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2610.

102512G

[Honeymoon](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2611.

102599K

[Guess Divisors Count](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2612.

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · Python 3 (first AC) · Tags: —

[DimmyT's solution](#)

2613.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2614.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2615.

102591D

[Nonsense](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2616.

102440I

[Shuffle one more time](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · last AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2617.

102440L

[B 0040T;CT=C,,5 C@Cä;C,,:Cä2](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2618.

102440D

[Aö5D\\$0!C, <C AD 8C](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2619.

102440H

[Policeman from Rublevka](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2620.

102440A

[AD>CÄD,,=DôO C :D4;C](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2621.

102440J

[Delivery in the city of the future](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2622.

102440K

[A·1D>CÄND\\$=C O C 1D >C'ND\\$=CäAD\\$L CÄ0D AC,,2C](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2623.

102440F

[Football championship](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2624.

102440B

[Aö5Dö5D BC =Cä2C=C CÖ0 Cö@Cä:C GC=C](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2625.

102440C

[A + B = C](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · PyPy 3 (first AC) · Tags: —

[DimmyT's solution](#)

2626.

1319E

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

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[DimmyT's solution](#)

2627.

1319D

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

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[DimmyT's solution](#)

2628.

1319C

[Remove Adjacent](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[DimmyT's solution](#)

2629.

1319B

[Journey Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[DimmyT's solution](#)

2630.

1319A

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

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[DimmyT's solution](#)

2631.

101492C

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · last AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2632.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2019-08-03 · last AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dp, trees

[DimmyT's solution](#)

2633.

1275C

[#define At0CD00t0B ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: *special

[DimmyT's solution](#)

2634.

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: *special

[DimmyT's solution](#)

2635.

1275A

[B D K S KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: *special

[DimmyT's solution](#)

2636.

102416C

[Quick coffee](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2637.

102416A

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2638.

102437B

[Breaking the Code](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[DimmyT's solution](#)

2639.

102437J

[Delivery Robot](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[DimmyT's solution](#)

2640.

102437G

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

Rating: — · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[DimmyT's solution](#)

2641.

102437I

[Road building](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[DimmyT's solution](#)

2642.

102437D

[A12C4D 0D\\$K BD8C >C00DtGC€](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[DimmyT's solution](#)

2643.

102437E

[A5DTeCd8CR 7C :C 7D°](#)

Rating: — · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[DimmyT's solution](#)

2644.

102437F

[A KDBD KC' ?CT@CT2Cä4](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[DimmyT's solution](#)

2645.

102437H

[B·MCAis DT@C =C,,;C,,ICP](#)

Rating: — · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[DimmyT's solution](#)

2646.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[DimmyT's solution](#)

2647.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[DimmyT's solution](#)

2648.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[DimmyT's solution](#)

2649.

102373J

[Transformations](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2650.

102407K

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

Rating: — · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2651.

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2652.

102331I

[Interactive Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2653.

102407B

[Crazy dance](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-15 · last AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2654.

102407E

[B BD0C0=C O C,,3D 0 C00 C4@C DCP](#)

Rating: — · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2655.

102407I

[A\\$KD20 BDÄADò 8Cr >C@D46CT=C,,O](#)

Rating: — · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2656.

102407J

[B41C,9D BC\\$5C0=C O CÄ0D\\$5CÄ0D\\$8C#0](#)

Rating: — · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2657.

102407H

[B0B06C€](#)

Rating: — · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2658.

102407G

[Crazy domino](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2659.

102407D

[Aä3D0C ;CT=C,,5 C 0C0:C](#)

Rating: — · first AC: 2019-11-15 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2660.

102407A

[B-CQÄD HCT4D,,8CR BD 0CÔACô>D BCÔKCR =C ;Cä3C€](#)

Rating: — · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2661.

102407F

[A 5D7Cä @ Dô4CäGCÔ>CR 2D`AD\\$CCô;CT=C,,5](#)

Rating: — · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2662.

102268B

[Best Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2663.

102268F

[Free Edges](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2664.

102373C

[Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · last AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2665.

102412I

[Find the Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2666.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2667.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2668.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2669.

102396K

[Preparing Tests](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · last AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2670.

102373D

[Good Subset](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2671.

101589F

[ATyCt8](#)

Rating: — · first AC: 2019-08-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2672.

101987D

[Go Latin · Tutorial](#)

Rating: — · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2673.

102024H

[A=00d#0ä9 D\\$2C @C, ò ?Câ ?C @CP](#)

Rating: — · first AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2674.

102024F

[AS\\$0HCT1CÔ0Dò HC ED\\$0](#)

Rating: — · first AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2675.

1164M

[Seven Digit Number \(2 points\) · Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[DimmyT's solution](#)

2676.

1164G

[Find Number \(1 point\) · Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[DimmyT's solution](#)

2677.

1164E

[Least Possible Difference \(1 point\) · Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[DimmyT's solution](#)

2678.

1164D

[Multiple of 29 \(1 point\) · Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[DimmyT's solution](#)

2679.

1164C

[7-digit Number \(1 point\) · Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[DimmyT's solution](#)

2680.

1164A

[Three Friends \(1 point\) · Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[DimmyT's solution](#)

2681.

100570F

[Tree Query · Tutorial](#)

Rating: — · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2682.

100570E

[Palindrome Query · Tutorial](#)

Rating: — · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2683.

100570A

[LCM Query · Tutorial](#)

Rating: — · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2684.

1020862

[AçöÖrîäD`5 Cα2C 4D 0D\\$K](#)

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

[DimmyT's solution](#)

2685.

102024A

[AÖLDäB! C" ?CTICT@CP](#)

Rating: — · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2686.

102024D

[AÖNDT;C, 2 CÄ8CÖ8D BCT@D BC\\$5](#)

Rating: — · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2687.

102024J

[AÖNDT;C€](#)

Rating: — · first AC: 2019-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2688.

102024C

[AD>O@D`E D =Cä2](#)

Rating: — · first AC: 2019-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[DimmyT's solution](#)

2689.

102024G

[B47D0Öd=CT=C,,O C" CCÄ=Cä6CT=C,,8](#)

Rating: — · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2690.

100570B

[ShortestPath Query · Tutorial](#)

Rating: — · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2691.

101587B

[A40ÖäD ?C 7Cä@Cö](#)

Rating: — · first AC: 2018-12-07 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2692.

101587I

[AçöÖrîäBC ;DÄ=C O CöCD,,:C](#)

Rating: — · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2693.

101587G

[AÄD BC, 8 Cö>CD?CäAC´5CD>C\\$0D\\$5C´LCÔ>D BC€](#)

Rating: — · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2694.

101587E

[AÄDj5C´QC](#)

Rating: — · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2695.

101587F

[A 50c060D =Cä5 CöCD\\$5D,,5D BC\\$8CP](#)

Rating: — · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2696.

101587C

[AÄD BC, 8 Cö0D >C´L](#)

Rating: — · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2697.

101587D

[AÄ0D\\$@ C,,FC C,,:C](#)

Rating: — · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2698.

101587A

[AÄ0CöjC€](#)

Rating: — · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2699.

101950G

[B\\$0Cj1D BC\\$5CÔ=D´9 D 8D\\$CC ;](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2700.

101950H

[AÄx0ä@ C AC#0](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2701.

101950C

[BöjCj1Aä0CÔ4Cä@D°](#)

Rating: — · first AC: 2018-12-06 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2702.

101950J

[A,,3D0i@ AD\\$@Cä:C€](#)

Rating: — · first AC: 2018-12-06 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2703.

101950D

[AÄ0D46Cä: D BD 5C´LC K](#)

Rating: — · first AC: 2018-12-06 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2704.

101950B

[A\\$50f8C=8C' 1Cä9](#)

Rating: — · first AC: 2018-12-06 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2705.

101950A

[B BCt@0,,: C, HC ECÄ0D\\$=C O CD>D :C](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2706.

100132H

[B BD00Ô=D'9 C4>D >C@](#)

Rating: — · first AC: 2018-12-05 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2707.

1020089

[AÄ>CD5D =C,,7C FC,,O Cö@Cä8Ct2Cä4D BC\\$0](#)

Rating: — · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2708.

1020084

[A4004?Cö>C\\$>CR 2D'AD\\$CCô;CT=C,,5](#)

Rating: — · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2709.

10200810

[B\\$0000-D NCD0](#)

Rating: — · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2710.

1020087

[A B CÄAD°](#)

Rating: — · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2711.

1020088

[B F000D\\$8Ct0Dd8Dò ?D >C,,7C\\$>CDAD\\$2C](#)

Rating: — · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2712.

1020083

[A48Dri;Dô=CD0](#)

Rating: — · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2713.

100132D

[A 50>Cö>D 0CD:C€](#)

Rating: — · first AC: 2018-12-03 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2714.

100132E

[A 104GT<C,,O AD6CT4C 5C](#)

Rating: — · first AC: 2018-12-03 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2715.

100132A

[B5000 <CÖKC' IC,,B](#)

Rating: — · first AC: 2018-12-03 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2716.

100132B

[BT000BC,,GCTAC#0Dò ?CT@CTAD\\$0CÔ>C\\$:C](#)

Rating: — · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2717.

100132I

[AD;0,0,CÖKC' ?C,,BCä=](#)

Rating: — · first AC: 2018-12-03 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2718.

100132G

[B\\$CöD" :CäBCä2](#)

Rating: — · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2719.

100044I

[A#CÄ0CÖ4CÖ0Dò >C'8CÄ?C,,0CD0](#)

Rating: — · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2720.

100044G

[A#CÖD](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2721.

100044K

[A#D#C'5\\$AC#0Dò 4C,,=C AD\\$8Dö](#)

Rating: — · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2722.

100044D

[A#D#C,,=C,,FC](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2723.

100044A

[AÖ00;Cä;DÄHC,,9 Cä1D"8C' 4CT;C,,BCT;DÄ](#)

Rating: — · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2724.

100044F

[AÄ0040Ct8Cö](#)

Rating: — · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2725.

100296G

[Aö@C;7D°](#)

Rating: — · first AC: 2018-11-29 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2726.

100296I

[A5D5D\\$OC48C\\$0CÔ8CR :C =C BC](#)

Rating: — · first AC: 2018-11-29 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2727.

100296E

[B5C5D>CÔ=D`5 CÔ>CÄ5D 0](#)

Rating: — · first AC: 2018-11-29 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2728.

100296C

[A4=0ä4D² 8 Aä4C,,=Cä:C O C4>D 0](#)

Rating: — · first AC: 2018-11-29 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2729.

100296H

[A4UD`8D`5CÔ=Cä5 D >CT4C,,=CT=C,,5](#)

Rating: — · first AC: 2018-11-29 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2730.

100296D

[A5C4@ C AC=0 Ct0C >D 0](#)

Rating: — · first AC: 2018-11-29 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2731.

100296B

[A4D>CB`CP](#)

Rating: — · first AC: 2018-11-29 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2732.

100549C

[A5D`5D BC\\$5CÔ=D`5 Dt8D ;C](#)

Rating: — · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2733.

100549D

[A,3D 0](#)

Rating: — · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2734.

100549I

[B5D5C60DT8 C" ?D CCDC](#)

Rating: — · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2735.

100549F

[ATUBDa!](#)

Rating: — · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2736.

100549A

[A@CäDCTAD >D %C >D](#)

Rating: — · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2737.

100549J

[Aö>Dt8CÔ:C 7C 1Cä@C](#)

Rating: — · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2738.

100549G

[A45C05D 0D\\$>D ?C @Cä;CT9](#)

Rating: — · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2739.

100850J

[Aö@CöA D\\$0Dò ?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BDÂ FC,,DD](#)

Rating: — · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2740.

100850E

[A1UC08CÄ0D\\$5C`LCÔ>CR 4CT6D4@D BC\\$>](#)

Rating: — · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2741.

100850I

[Aä1CÄ5CÒ 2C ;DäBD°](#)

Rating: — · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2742.

100850F

[B10Cö>Cö>Cd0D\\$8Dö](#)

Rating: — · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2743.

100850A

[A 3D>CÔ>CÄÔ;Dä1C,,BCT;DÄ](#)

Rating: — · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2744.

101967J

[AÖ>C\\$0Dò ?D >C4CC`C CÄ0C`LD\\$5C€](#)

Rating: — · first AC: 2018-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2745.

101967C

[A10Cö?D >C,,3D 0D\\$L Cä>CÔBCTAD](#)

Rating: — · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2746.

101135G

[Aö>Dt8CÔ:C EC,,6C,,=D°](#)

Rating: — · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2747.

101135H

[AäGCT@CT4DÄ : C BD\\$@C :Dd8Cä=DO](#)

Rating: — · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2748.

101135B

B,;T0D;D;D>C CC\$8

Rating: — · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2749.

101135A

A5CDD>C C,?C5D 0

Rating: — · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2750.

101135E

A' ?CäD :C E CÔ5C,,7C\$5CD0CÔ=Cä3Cà

Rating: — · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2751.

101135F

B\$DC'ä C O Cä>CÄ=C BC

Rating: — · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2752.

101135C

Bd8Dä@ Cä2C O Ct0C40CD:C

Rating: — · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2753.

101945J

B 20TBD :C,,9 Cô@C,,5CÄ

Rating: — · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2754.

101945B

B 6C B,5 C,,7Cä1D 0Cd5CÔ8Dö

Rating: — · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2755.

101945G

B 5D5@ @Dô=C O Dd5Cô>Dt:C

Rating: — · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2756.

101945D

B 5Cä@CTBCÔKC' :Cä4

Rating: — · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2757.

101945E

A,,3D0iC" 4Cd5CÔ3D0

Rating: — · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2758.

101945A

A\$KDöD 5C² 2 C4>C´>C\$C

Rating: — · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2759.

100118J

[AD500h D >Cd4CT=C,,O C\\$8C#8CÔ3C](#)

Rating: — · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2760.

100118I

[A0;CTeDò BC,,2](#)

Rating: — · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2761.

100118A

[B 50a;@ <CÔ>CR >C JDô2C`5CÔ8CP](#)

Rating: — · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2762.

100118D

[A`0C48D,,>CÔ>C@ C,,;C`8](#)

Rating: — · first AC: 2017-02-28 · last AC: 2018-10-13 · GNU C++ (first AC) · Tags: —

[DimmyT's solution](#)

2763.

100118C

[B4D50ô;CT=C,,5 CÄ>D BCä2](#)

Rating: — · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2764.

100118E

[A0x0ia C\\$8CÔ0](#)

Rating: — · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2765.

100118H

[B50GD](#)

Rating: — · first AC: 2017-02-28 · last AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2766.

100118B

[B-50mG<C =C 7C 1Cä@CP](#)

Rating: — · first AC: 2017-02-28 · last AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2767.

101551C

[Aô@CäBCäiCä; <<B CCD=Cä3Cä 4CÔO>>](#)

Rating: — · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2768.

101551A

[A1C00D4=D\\$K](#)

Rating: — · first AC: 2018-10-11 · last AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2769.

100529H

[B-5048D BD 0Dd8Dò =C >C`8CÄ?C,,0CDC](#)

Rating: — · first AC: 2017-10-26 · last AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2770.

100529C

[A0C\\$>CT2C =C,,5](#)

Rating: — · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2771.

100529F

[AÔT&B! AÔ A](#)

Rating: — · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2772.

100529J

[A@C@>C @C 7Cä2C =C,,5 Cö>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2773.

100529G

[AÄ5D!çC,,=](#)

Rating: — · first AC: 2017-10-26 · last AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2774.

100529E

[A.TGD@!](#)

Rating: — · first AC: 2017-10-26 · last AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2775.

100529B

[B.TOD!çC BD°](#)

Rating: — · first AC: 2017-10-26 · last AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2776.

100529D

[ADNCÔK](#)

Rating: — · first AC: 2017-10-26 · last AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2777.

100529A

[ABCD-C&C@](#)

Rating: — · first AC: 2017-10-26 · last AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2778.

101132H

[AäGCT@CT4DÂ : C BD\\$@C :Dd8Cä=D0](#)

Rating: — · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2779.

101132A

[AçCDD >Cç C,,?Cô5D 0](#)

Rating: — · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2780.

101132F

[A" ?Cä0 :C E CÔ5C,,7C\\$5CD0CÔ=Cä3Cä](#)

Rating: — · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2781.

101132C

[B.,:0D;D;D>C CC\\$8](#)

Rating: — · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2782.

101132G

[B\\$OC=C O C>CÄ=C BC](#)

Rating: — · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2783.

101132D

[A=0T2CÔ8C¢ D 0C\\$8D\\$8 BD>C 7](#)

Rating: — · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2784.

101132E

[B0BDD@ Cä2C O Ct0C40CD:C](#)

Rating: — · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2785.

101132B

[A=C02CT9CT@](#)

Rating: — · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2786.

101293G

[BD>D\\$>C4@C DC,,O](#)

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2787.

101293H

[BTBorial](#)

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2788.

101293D

[A=0C=C¢ C 3C @C,,=C](#)

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2789.

101293C

[B BD>0 C=8 BD8C >CÔ0DtGC€](#)

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2790.

101293F

[AÄ=C0AD\\$@D°](#)

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2791.

101293E

[A.,:3D;D 3D 0DD>CÄ](#)

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2792.

101293A

[AD5D16C BDÂ AD\\$@Cä9 - 3](#)

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2793.

101293B

[A\\$KDi@Cd5CÔ8CP](#)

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2794.

101287A

[A#00ACô8D 0Dd8Dö](#)

Rating: — · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2795.

101287H

[A44DRiQ?](#)

Rating: — · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2796.

101287E

[A#D`2C`OD\\$0](#)

Rating: — · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2797.

101287G

[B\\$@CTCC4>C`LCÔ8C](#)

Rating: — · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2798.

101287B

[AD#CÄD](#)

Rating: — · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2799.

101287C

[k-D#D#BC,,@Cä2C#0](#)

Rating: — · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2800.

101613E

[A,,3D0i@ GC,,AC`OCÄ8](#)

Rating: — · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2801.

101618G

[B B010,,;DÄ=CäAD\\$L D\\$@C =Ct0C#FC,,9](#)

Rating: — · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2802.

101618D

[B,COÄl](#)

Rating: — · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2803.

101618C

[Aô@CãC,,:CÔ>C\\$5CÔ8CR 2 D 5C`8C²C @C,,9](#)

Rating: — · first AC: 2018-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2804.

101618A

[B UD Aô 5CD>C\\$0CÔ8CR CC 8C"AD\\$2C](#)

Rating: — · first AC: 2018-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2805.

101618H

[A\\$0C4:ô ÔK A\\$>D BCäGCÔ>C4> BÔ:D ?D 5D AC](#)

Rating: — · first AC: 2018-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2806.

101618F

[A 5Ctôô0D =D`9 Cô0D >C`L](#)

Rating: — · first AC: 2018-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2807.

101618B

[A NCD6CTB](#)

Rating: — · first AC: 2018-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2808.

101618E

[B 00DôC\\$>CDAD\\$2Câ 2 Cò>CT7CD5](#)

Rating: — · first AC: 2018-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2809.

101613F

[AÄ>ôBC`LCÔ0Dò 8C4@C](#)

Rating: — · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2810.

101613D

[Aô>C502 A A AC40D 4C](#)

Rating: — · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2811.

101613H

[Aô@CãC,,2Cã5 Dt8D ;Cà](#)

Rating: — · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2812.

101613B

[A>C08C, \(C ECÄ0D\\$K](#)

Rating: — · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2813.

101613C

[A\\$5C08C#8CR C <C MC#8](#)

Rating: — · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2814.

101530E

[A+C](#)

Rating: — · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2815.

101530B

[A+D](#)

Rating: — · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2816.

101530I

[B B C D E](#)

Rating: — · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2817.

101530D

[B T C A @ C # 0 C # > C Ä ? D Ä N D \\$ 5 D > C](#)

Rating: — · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2818.

101530F

[A D > C A 0 D , = C T 5 C t 0 C D 0 C 0 8 C P](#)

Rating: — · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: —

[DimmyT's solution](#)

2819.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: *special

[DimmyT's solution](#)

2820.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: *special

[DimmyT's solution](#)

2821.

101636L

[A T C A A D \\$ K C R A D 4 D D D 8 C # A D °](#)

Rating: — · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2822.

101636K

[B T C H C T = C 0 > C R ? D > C , , 7 C \\$ 5 C D 5 C 0 8 C P](#)

Rating: — · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2823.

101636A

[B \\$ C D i 8 C t <](#)

Rating: — · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2824.

101636M

[A S D r A D \\$ 0 C 0 > C \\$; C T = C , , 5 C 0 > D ; C T 4 C ä 2 C B C T ; D Ä = C ä A D \\$ 8](#)

Rating: — · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2825.

100079G

[AàB0\\$5D\\$=D´9 CÄ0D\\$G](#)

Rating: — · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2826.

101492A

[Communicating the Tibet · Tutorial](#)

Rating: — · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2827.

101492E

[Teamwork · Tutorial](#)

Rating: — · first AC: 2017-12-07 · last AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2828.

101492H

[Programming a robot · Tutorial](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2829.

101492K

[Cutting Strings · Tutorial](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2830.

101492F

[Hitting the target · Tutorial](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2831.

101492B

[Building a Bianzhong · Tutorial](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2832.

100230A

[A · Tutorial](#)

Rating: — · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2833.

100230C

[C · Tutorial](#)

Rating: — · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2834.

100230B

[B · Tutorial](#)

Rating: — · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2835.

101296H

[A00D\\$5D,,5D BC\\$8CP](#)

Rating: — · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2836.

101296F

[B,80D@Cä2C#0](#)

Rating: — · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2837.

101296B

[B,80D@Cä2C#0](#)

Rating: — · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2838.

101588A

[AÄ>DgAC#>C' 1Cä9](#)

Rating: — · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2839.

101588E

[AÄ>DgAC, 8 Cö0D >C`L](#)

Rating: — · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2840.

101588B

[Aö0DihDô=D](#)

Rating: — · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2841.

101588F

[AÄ0D\\$@C,,FC C,,:C](#)

Rating: — · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2842.

100100C

[C · Tutorial](#)

Rating: — · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2843.

100100A

[A · Tutorial](#)

Rating: — · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2844.

100715E

[AäGCT@CT4DÀ](#)

Rating: — · first AC: 2017-11-02 · last AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2845.

100715H

[B\\$@CäD DCä@CÄ0Dd8Dò <C AD 8C\\$0](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2846.

100715B

[B,80D@Cä2C#0](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2847.

101110H

[BTD?C,,AC=C,,5](#)

Rating: — · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2848.

101110E

[B·B00?C=CÔ0Dò 1C HCÔ0 AÄ0C#AC](#)

Rating: — · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2849.

101110F

[A@C?DC,,:D K-D CDDDC,,:D K](#)

Rating: — · first AC: 2017-10-30 · last AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2850.

101110J

[B\\$@C?CC4>C`LCÔ8C#8](#)

Rating: — · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2851.

101110I

[A\\$CÔBC,,:DôFC,,O](#)

Rating: — · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2852.

101110A

[A#CÔ> CÄ0CÔK](#)

Rating: — · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2853.

101136I

[Aä?CT@C FC,,O «Aô5D 5D BC =Cä2C#0»](#)

Rating: — · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2854.

101136J

[B\\$@C#CÔ>D BC, ?CT@CT?C,,AC#8](#)

Rating: — · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2855.

101136D

[BÔAC#C`0D\\$>D](#)

Rating: — · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2856.

101136A

[A->C\(0D\),>C' :D CC4;D`9 D BCä;](#)

Rating: — · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2857.

101136H

[«A#BCä#CäGCTB D BC BDÂ <C,,;C`8Cä=CT@Cä<?»](#)

Rating: — · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2858.

101285E

[Bö&Dfal](#)

Rating: — · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2859.

101285C

[A\\$@C'3CÄ>CT3Cä 2D 0C40 — CÄ>C' 4D CC2](#)

Rating: — · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2860.

101285B

[B,00D&C BD°](#)

Rating: — · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2861.

101285G

[A5>CD&CäAC'5CD>C\\$0D\\$5C'LCÔ>D BDÂ \\$C,,1Cä=C GDt8](#)

Rating: — · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2862.

100493H

[A5D5CDD0D:t0 D >Cä1D"5CÔ8Dö](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2863.

100799J

[A20576DK CÔ0 Cö>C4>CÔ0DP](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2864.

100799I

[B D CöAC =](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2865.

100799D

[A D>DrBC 2C=0 DDCD\\$1Cä;Cä:](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2866.

100799G

[B T C & D](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2867.

100799F

[AÄBÖK' >C IC,,9 CD5C'8D\\$5C'L](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2868.

100493D

[Aö@Cä1C'5CÄ0](#)

Rating: — · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2869.

100493B

[A T D i e T B C > C °](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2870.

100493C

[A Ô U C * 0 2 C @ C Ä 8 D à](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2871.

100493I

[A i @ C T A D \\$ 8 C ¢ 8 - C Ô > C ' 8 C ¢ 8](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2872.

100493G

[A, T, G D 0!](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2873.

100493E

[A i > D r i a C ' 8](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2874.

100789I

[A > D i 8 C Ô : C B D 0 C Ô 7 C , , A D \\$ > D 0](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2875.

100789J

[A D > D r i a C 4 0 C D > C Ä > C •](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2876.

100789G

[A 4 @ C a 1 D °](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2877.

100789F

[B G C A D \\$; C , , 2 D ' 5 C 8 C ' 5 D \\$ K](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2878.

101171K

[A Ô > C \\$ K C ' G C T < C ä 4 C =](#)

Rating: — · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2879.

101171I

[B 2 C T @ C ¢ 0 D ä i C , , 5 C ò ; D ä A D °](#)

Rating: — · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2880.

101171C

[A\\$C0HCT1CÔKCR AD4ICTAD\\$2C](#)

Rating: — · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2881.

100087G

[MP3-C0;CT5D](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2882.

100087I

[A00c1C4>Cä1C´>Cd5CÔ8CP](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2883.

100087D

[AD00\\$K](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2884.

100087H

[Aä7D\\$8D :Cä5 D 0D ?Cä7CÔ0C\\$0CÔ8CR AC,,<C\\$>C´>C](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2885.

100087E

[B BD >C08i8D8C >CÔ0DtGC, r](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2886.

100087J

[AäTCä10”5CÔ=D´5 Dt8D ;C Ô1C´8Ct=CTFD°](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2887.

100830E

[B.;C0C#0 CäB C0@CT7C,,4CT=D\\$0](#)

Rating: — · first AC: 2017-10-19 · last AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2888.

100830C

[Bä20TBC](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2889.

100830B

[A`CCäC,,BC](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2890.

100830A

[A@0i5CÔ0C°](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2891.

100830H

[AãD4GCT=C,,5 C\\$>C”AC](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2892.

101154B

[AD>CãBCä@ B BD MCÔ4Cb 8 C\\$KD BC 2Cã0](#)

Rating: — · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2893.

101154H

[AôCD\\$5D,,5D BC\\$8CR ACã2Cã7DÂ <C,,@D°](#)

Rating: — · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2894.

101154C

[A40CãCT=D`5 D BC :C =D°](#)

Rating: — · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2895.

101154G

[At=CãCãD — D 8C`0](#)

Rating: — · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2896.

100504A

[B B CãC€](#)

Rating: — · first AC: 2017-10-17 · last AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2897.

100504H

[AÔ5Dt5D\\$=Cã5 C,,;C, GCTBCÔ>CSö](#)

Rating: — · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2898.

100504D

[A10C5C0](#)

Rating: — · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2899.

100504E

[A10CãDdt0](#)

Rating: — · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2900.

100504B

[A450CãCÀ](#)

Rating: — · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2901.

100504G

[A B Cã8CÔK](#)

Rating: — · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2902.

101551B

[AliKingspress](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2903.

101551D

[A6;CäE C O CÄ=Cä3Cä7C 4C GCÖ>D BDÀ](#)

Rating: — · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2904.

101551E

[B.00t10,5CÖ8CR =C ?C @D°](#)

Rating: — · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2905.

101551G

[A6;Ct5D C,,=C4ACÄ0CÖ>C](#)

Rating: — · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2906.

100121A

[A6@D6x C O C, >C# @D46CÖ>D BDÀ](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2907.

100121G

[BD8C46D =Cä5 C#0D\\$0CÖ8CP](#)

Rating: — · first AC: 2017-10-03 · last AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2908.

100121F

[A65Cf5Ct=D 5 CD>D >C48](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2909.

100073H

[A.,3D0i@ AC ^>C\\$0](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2910.

100121H

[A.,3D0i@ AC ^>C\\$0](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2911.

100121D

[B18D,6à](#)

Rating: — · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2912.

100121C

[A6;DäG](#)

Rating: — · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2913.

100092E

[E · Tutorial](#)

Rating: — · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2914.

100092D

[D · Tutorial](#)

Rating: — · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2915.

100092B

[B · Tutorial](#)

Rating: — · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2916.

100092A

[A · Tutorial](#)

Rating: — · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2917.

393A

[Nineteen · Tutorial](#)

Quality: 6,992 global accepts · Rating: — · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2918.

100093D

[D · Tutorial](#)

Rating: — · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)

2919.

100093A

[A · Tutorial](#)

Rating: — · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[DimmyT's solution](#)