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Unique solved — E869120

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

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

Filters: none

Count: 1,740

- 1.**
2084A
[Max and Mod](#) · [Tutorial](#)
Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [math](#)
[E869120's solution](#)
- 2.**
2008C
[Longest Good Array](#) · [Tutorial](#)
Quality: 36,471 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: [binary search](#), [brute force](#), [math](#)
[E869120's solution](#)
- 3.**
2008B
[Square or Not](#) · [Tutorial](#)
Quality: 32,955 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [math](#), [strings](#)
[E869120's solution](#)
- 4.**
2008A
[Sakurako's Exam](#) · [Tutorial](#)
Quality: 41,785 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [greedy](#), [math](#)
[E869120's solution](#)
- 5.**
1912L
[LOL Lovers](#) · [Tutorial](#)
Quality: 8,594 global accepts · Rating: 800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: [strings](#)
[E869120's solution](#)
- 6.**
1823A
[A-characteristic](#) · [Tutorial](#)
Quality: 17,173 global accepts · Rating: 800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: [combinatorics](#), [constructive algorithms](#), [math](#)
[E869120's solution](#)
- 7.**
1746B
[Rebellion](#) · [Tutorial](#)
Quality: 18,637 global accepts · Rating: 800 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [two pointers](#)
[E869120's solution](#)
- 8.**
1746A
[Maxmina](#) · [Tutorial](#)
Quality: 21,064 global accepts · Rating: 800 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#)
[E869120's solution](#)
- 9.**
1791C
[Prepend and Append](#) · [Tutorial](#)
Quality: 74,139 global accepts · Rating: 800 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#), [two pointers](#)
[E869120's solution](#)

10.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,658 global accepts · Rating: 800 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[E869120's solution](#)

11.

1791A

[Codeforces Checking](#) · [Tutorial](#)

Quality: 80,600 global accepts · Rating: 800 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[E869120's solution](#)

12.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,418 global accepts · Rating: 800 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[E869120's solution](#)

13.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[E869120's solution](#)

14.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[E869120's solution](#)

15.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,854 global accepts · Rating: 800 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[E869120's solution](#)

16.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[E869120's solution](#)

17.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,739 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[E869120's solution](#)

18.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,689 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[E869120's solution](#)

19.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[E869120's solution](#)

20.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,229 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[E869120's solution](#)

21.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,387 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[E869120's solution](#)

22.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,951 global accepts · Rating: 800 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[E869120's solution](#)

23.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[E869120's solution](#)

24.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,928 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[E869120's solution](#)

25.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,580 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[E869120's solution](#)

26.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,290 global accepts · Rating: 800 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[E869120's solution](#)

27.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-11-25 · last AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[E869120's solution](#)

28.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[E869120's solution](#)

29.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[E869120's solution](#)

30.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[E869120's solution](#)

- 31.**
1740A
[Factorise N+M](#) · [Tutorial](#)
Quality: 23,146 global accepts · Rating: 800 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[E869120's solution](#)
- 32.**
1776A
[Walking Boy](#) · [Tutorial](#)
Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[E869120's solution](#)
- 33.**
1810B
[Candies](#) · [Tutorial](#)
Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[E869120's solution](#)
- 34.**
1810A
[Beautiful Sequence](#) · [Tutorial](#)
Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[E869120's solution](#)
- 35.**
1782A
[Parallel Projection](#) · [Tutorial](#)
Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[E869120's solution](#)
- 36.**
1779A
[Hall of Fame](#) · [Tutorial](#)
Quality: 24,059 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[E869120's solution](#)
- 37.**
1774A
[Add Plus Minus Sign](#) · [Tutorial](#)
Quality: 23,529 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[E869120's solution](#)
- 38.**
1773F
[Football](#) · [Tutorial](#)
Quality: 4,781 global accepts · Rating: 800 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[E869120's solution](#)
- 39.**
1371A
[Magical Sticks](#) · [Tutorial](#)
Quality: 51,255 global accepts · Rating: 800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[E869120's solution](#)
- 40.**
1305A
[Kuroni and the Gifts](#) · [Tutorial](#)
Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings
[E869120's solution](#)
- 41.**
1284A
[New Year and Naming](#) · [Tutorial](#)
Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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42.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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43.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[E869120's solution](#)

44.

959A

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

Quality: 55,664 global accepts · Rating: 800 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[E869120's solution](#)

45.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[E869120's solution](#)

46.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,452 global accepts · Rating: 800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[E869120's solution](#)

47.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,650 global accepts · Rating: 800 · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[E869120's solution](#)

48.

1136A

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

Quality: 17,246 global accepts · Rating: 800 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[E869120's solution](#)

49.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2019-05-15 · last AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[E869120's solution](#)

50.

1148A

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

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[E869120's solution](#)

51.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[E869120's solution](#)

52.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,647 global accepts · Rating: 800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[E869120's solution](#)

53.

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[E869120's solution](#)

54.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[E869120's solution](#)

55.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,025 global accepts · Rating: 800 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[E869120's solution](#)

56.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[E869120's solution](#)

57.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,754 global accepts · Rating: 800 · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[E869120's solution](#)

58.

1015A

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

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[E869120's solution](#)

59.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[E869120's solution](#)

60.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

61.

851A

[Arpa and a research in Mexican wave](#) · [Tutorial](#)

Quality: 10,311 global accepts · Rating: 800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[E869120's solution](#)

62.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[E869120's solution](#)

63.

821A

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

Quality: 8,987 global accepts · Rating: 800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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64.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

65.

977A

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

Quality: 217,448 global accepts · Rating: 800 · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

66.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-09-08 · last AC: 2017-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[E869120's solution](#)

67.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-08-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

68.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[E869120's solution](#)

69.

822A

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

Quality: 36,791 global accepts · Rating: 800 · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[E869120's solution](#)

70.

818A

[Diplomas and Certificates](#) · [Tutorial](#)

Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-06-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[E869120's solution](#)

71.

811A

[Vladik and Courtesy](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[E869120's solution](#)

72.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,815 global accepts · Rating: 800 · first AC: 2017-05-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[E869120's solution](#)

73.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

74.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 800 · first AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[E869120's solution](#)

75.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,576 global accepts · Rating: 800 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

76.

769A

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

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, sortings

[E869120's solution](#)

77.

791A

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

Quality: 257,177 global accepts · Rating: 800 · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

78.

780A

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

Quality: 22,783 global accepts · Rating: 800 · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

79.

785A

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

Quality: 110,939 global accepts · Rating: 800 · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[E869120's solution](#)

80.

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,196 global accepts · Rating: 800 · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[E869120's solution](#)

81.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,006 global accepts · Rating: 800 · first AC: 2017-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[E869120's solution](#)

82.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2017-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

83.

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

[E869120's solution](#)

84.

760A

[Petr and a calendar](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 800 · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[E869120's solution](#)

85.

748A

[Santa Claus and a Place in a Class](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 800 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[E869120's solution](#)

86.

755A

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

Quality: 19,784 global accepts · Rating: 800 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory

[E869120's solution](#)

87.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

88.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,820 global accepts · Rating: 800 · first AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[E869120's solution](#)

89.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[E869120's solution](#)

90.

750A

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

Quality: 92,544 global accepts · Rating: 800 · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[E869120's solution](#)

91.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,699 global accepts · Rating: 800 · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[E869120's solution](#)

92.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,929 global accepts · Rating: 800 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[E869120's solution](#)

93.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[E869120's solution](#)

94.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,078 global accepts · Rating: 800 · first AC: 2016-12-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[E869120's solution](#)

95.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 800 · first AC: 2016-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[E869120's solution](#)

96.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,119 global accepts · Rating: 900 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings

[E869120's solution](#)

97.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[E869120's solution](#)

98.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,240 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[E869120's solution](#)

99.

1737A

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

Quality: 10,850 global accepts · Rating: 900 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[E869120's solution](#)

100.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[E869120's solution](#)

101.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[E869120's solution](#)

102.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

103.

1779B

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

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[E869120's solution](#)

104.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,094 global accepts · Rating: 900 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[E869120's solution](#)

105.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 900 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[E869120's solution](#)

106.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[E869120's solution](#)

107.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,447 global accepts · Rating: 900 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[E869120's solution](#)

108.

1175A

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

Quality: 19,764 global accepts · Rating: 900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[E869120's solution](#)

109.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[E869120's solution](#)

110.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,525 global accepts · Rating: 900 · first AC: 2019-05-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[E869120's solution](#)

111.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,860 global accepts · Rating: 900 · first AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[E869120's solution](#)

112.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,855 global accepts · Rating: 900 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[E869120's solution](#)

113.

1080B

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

Quality: 12,640 global accepts · Rating: 900 · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[E869120's solution](#)

114.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[E869120's solution](#)

115.

1144B

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

Quality: 18,336 global accepts · Rating: 900 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[E869120's solution](#)

116.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[E869120's solution](#)

117.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,930 global accepts · Rating: 900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[E869120's solution](#)

118.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,000 global accepts · Rating: 900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

119.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[E869120's solution](#)

120.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,246 global accepts · Rating: 900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[E869120's solution](#)

121.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,768 global accepts · Rating: 900 · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[E869120's solution](#)

122.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 900 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[E869120's solution](#)

123.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

124.

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

[E869120's solution](#)

125.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 900 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[E869120's solution](#)

126.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[E869120's solution](#)

127.

765A

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

Quality: 9,559 global accepts · Rating: 900 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[E869120's solution](#)

128.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[E869120's solution](#)

129.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,201 global accepts · Rating: 900 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[E869120's solution](#)

130.

768A

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

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[E869120's solution](#)

131.

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
[E869120's solution](#)

132.

745A

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

Quality: 10,988 global accepts · Rating: 900 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[E869120's solution](#)

133.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,884 global accepts · Rating: 900 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[E869120's solution](#)

134.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,454 global accepts · Rating: 900 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[E869120's solution](#)

135.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,256 global accepts · Rating: 1000 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
[E869120's solution](#)

136.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[E869120's solution](#)

137.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,762 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers
[E869120's solution](#)

138.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,892 global accepts · Rating: 1000 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[E869120's solution](#)

139.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[E869120's solution](#)

140.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[E869120's solution](#)

141.

1761B

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

Quality: 14,713 global accepts · Rating: 1000 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[E869120's solution](#)

142.

1876A

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

Quality: 34,903 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[E869120's solution](#)

143.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[E869120's solution](#)

144.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[E869120's solution](#)

145.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[E869120's solution](#)

146.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
[E869120's solution](#)

147.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[E869120's solution](#)

148.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
[E869120's solution](#)

149.

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[E869120's solution](#)

150.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[E869120's solution](#)

151.

1136B

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

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[E869120's solution](#)

152.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[E869120's solution](#)

153.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[E869120's solution](#)

154.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,572 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[E869120's solution](#)

155.

1174A

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

Quality: 19,210 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[E869120's solution](#)

156.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,050 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation
[E869120's solution](#)

157.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[E869120's solution](#)

158.

1073A

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

Quality: 17,051 global accepts · Rating: 1000 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[E869120's solution](#)

159.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,069 global accepts · Rating: 1000 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[E869120's solution](#)

160.

1151A

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

Quality: 11,856 global accepts · Rating: 1000 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[E869120's solution](#)

161.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[E869120's solution](#)

162.

981B

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

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[E869120's solution](#)

163.

1144C

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

Quality: 16,360 global accepts · Rating: 1000 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[E869120's solution](#)

164.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1000 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[E869120's solution](#)

165.

1133A

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

Quality: 19,698 global accepts · Rating: 1000 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[E869120's solution](#)

166.

862A

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

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[E869120's solution](#)

167.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,208 global accepts · Rating: 1000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[E869120's solution](#)

168.

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

[E869120's solution](#)

169.

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

[E869120's solution](#)

170.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,881 global accepts · Rating: 1000 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

171.

822B

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

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

[E869120's solution](#)

172.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[E869120's solution](#)

173.

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,703 global accepts · Rating: 1000 · first AC: 2017-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[E869120's solution](#)

174.

732B

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

Quality: 25,768 global accepts · Rating: 1000 · first AC: 2017-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[E869120's solution](#)

175.

641A

[Little Artem and Grasshopper](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[E869120's solution](#)

176.

798A

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

Quality: 23,850 global accepts · Rating: 1000 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings
[E869120's solution](#)

177.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[E869120's solution](#)

178.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[E869120's solution](#)

179.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1000 · first AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math
[E869120's solution](#)

180.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,352 global accepts · Rating: 1000 · first AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings
[E869120's solution](#)

181.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,543 global accepts · Rating: 1000 · first AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[E869120's solution](#)

182.

753A

[Santa Claus and Candies](#) · [Tutorial](#)

Quality: 9,923 global accepts · Rating: 1000 · first AC: 2017-01-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[E869120's solution](#)

183.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,819 global accepts · Rating: 1000 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

184.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,958 global accepts · Rating: 1000 · first AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

185.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,977 global accepts · Rating: 1000 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[E869120's solution](#)

186.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[E869120's solution](#)

187.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,445 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math

[E869120's solution](#)

188.

1791G1

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

Quality: 33,914 global accepts · Rating: 1100 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[E869120's solution](#)

189.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,278 global accepts · Rating: 1100 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[E869120's solution](#)

190.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 1100 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[E869120's solution](#)

191.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,058 global accepts · Rating: 1100 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[E869120's solution](#)

192.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,197 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[E869120's solution](#)

193.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[E869120's solution](#)

194.

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,569 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, dp

[E869120's solution](#)

195.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,476 global accepts · Rating: 1100 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[E869120's solution](#)

196.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[E869120's solution](#)

197.

1033B

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

Quality: 11,952 global accepts · Rating: 1100 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[E869120's solution](#)

198.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[E869120's solution](#)

199.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[E869120's solution](#)

200.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[E869120's solution](#)

201.

1015C

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

Quality: 21,399 global accepts · Rating: 1100 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[E869120's solution](#)

202.

638A

[Home Numbers](#) · [Tutorial](#)

Quality: 4,374 global accepts · Rating: 1100 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms, math

[E869120's solution](#)

203.

858A

[k-rounding](#) · [Tutorial](#)

Quality: 8,996 global accepts · Rating: 1100 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[E869120's solution](#)

204.

835B

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

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[E869120's solution](#)

205.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

206.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[E869120's solution](#)

207.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-06-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

208.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[E869120's solution](#)

209.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · last AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

210.

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,550 global accepts · Rating: 1100 · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[E869120's solution](#)

211.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[E869120's solution](#)

212.

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

[E869120's solution](#)

213.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[E869120's solution](#)

214.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

215.

731B

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

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[E869120's solution](#)

216.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,144 global accepts · Rating: 1100 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[E869120's solution](#)

217.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1100 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[E869120's solution](#)

218.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,659 global accepts · Rating: 1100 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[E869120's solution](#)

219.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,877 global accepts · Rating: 1100 · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[E869120's solution](#)

220.

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[E869120's solution](#)

221.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,708 global accepts · Rating: 1100 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[E869120's solution](#)

222.

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
[E869120's solution](#)

223.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings
[E869120's solution](#)

224.

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, sortings
[E869120's solution](#)

225.

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[E869120's solution](#)

226.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,466 global accepts · Rating: 1100 · first AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings, strings

[E869120's solution](#)

227.

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, strings

[E869120's solution](#)

228.

675A

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

Quality: 15,574 global accepts · Rating: 1100 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[E869120's solution](#)

229.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1200 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[E869120's solution](#)

230.

2050C

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

Quality: 24,996 global accepts · Rating: 1200 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[E869120's solution](#)

231.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,802 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[E869120's solution](#)

232.

1859C

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

Quality: 18,654 global accepts · Rating: 1200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math

[E869120's solution](#)

233.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[E869120's solution](#)

234.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[E869120's solution](#)

235.

1909B

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

Quality: 30,943 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[E869120's solution](#)

236.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[E869120's solution](#)

237.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,738 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[E869120's solution](#)

238.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,608 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[E869120's solution](#)

239.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,705 global accepts · Rating: 1200 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[E869120's solution](#)

240.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,197 global accepts · Rating: 1200 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[E869120's solution](#)

241.

1305B

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

Quality: 12,441 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[E869120's solution](#)

242.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,930 global accepts · Rating: 1200 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[E869120's solution](#)

243.

1155B

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

Quality: 12,522 global accepts · Rating: 1200 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[E869120's solution](#)

244.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[E869120's solution](#)

245.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[E869120's solution](#)

246.

1149A

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

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

math, number theory

[E869120's solution](#)

247.

1076A

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

Quality: 14,101 global accepts · Rating: 1200 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[E869120's solution](#)

248.

1028B

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

Quality: 10,240 global accepts · Rating: 1200 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[E869120's solution](#)

249.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[E869120's solution](#)

250.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[E869120's solution](#)

251.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,091 global accepts · Rating: 1200 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[E869120's solution](#)

252.

1133B

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

Quality: 14,369 global accepts · Rating: 1200 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[E869120's solution](#)

253.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[E869120's solution](#)

254.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[E869120's solution](#)

255.

940A

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

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[E869120's solution](#)

256.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

257.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[E869120's solution](#)

258.

985B

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

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-06-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[E869120's solution](#)

259.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,328 global accepts · Rating: 1200 · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[E869120's solution](#)

260.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,342 global accepts · Rating: 1200 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers
[E869120's solution](#)

261.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation
[E869120's solution](#)

262.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[E869120's solution](#)

263.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[E869120's solution](#)

264.

842A

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

Quality: 11,230 global accepts · Rating: 1200 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers
[E869120's solution](#)

265.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,293 global accepts · Rating: 1200 · first AC: 2017-04-20 · last AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory
[E869120's solution](#)

266.

828A

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

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[E869120's solution](#)

267.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[E869120's solution](#)

268.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[E869120's solution](#)

269.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1200 · first AC: 2017-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[E869120's solution](#)

270.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[E869120's solution](#)

271.

774C

[Maximum Number](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1200 · first AC: 2017-04-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms, greedy, implementation

[E869120's solution](#)

272.

740B

[Alyona and flowers](#) · [Tutorial](#)

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[E869120's solution](#)

273.

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[E869120's solution](#)

274.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[E869120's solution](#)

275.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,724 global accepts · Rating: 1200 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[E869120's solution](#)

276.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[E869120's solution](#)

277.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[E869120's solution](#)

278.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1200 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[E869120's solution](#)

279.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,522 global accepts · Rating: 1200 · first AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[E869120's solution](#)

280.

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[E869120's solution](#)

281.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 1200 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[E869120's solution](#)

282.

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[E869120's solution](#)

283.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2016-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[E869120's solution](#)

284.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,425 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[E869120's solution](#)

285.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[E869120's solution](#)

286.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[E869120's solution](#)

287.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,279 global accepts · Rating: 1300 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[E869120's solution](#)

288.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,977 global accepts · Rating: 1300 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings
[E869120's solution](#)

289.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,987 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices
[E869120's solution](#)

290.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,703 global accepts · Rating: 1300 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[E869120's solution](#)

291.

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[E869120's solution](#)

292.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math
[E869120's solution](#)

293.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math
[E869120's solution](#)

294.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[E869120's solution](#)

295.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 1300 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[E869120's solution](#)

296.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[E869120's solution](#)

297.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: two pointers
[E869120's solution](#)

298.

1810C

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

Quality: 16,549 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[E869120's solution](#)

299.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[E869120's solution](#)

300.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,368 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[E869120's solution](#)

301.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[E869120's solution](#)

302.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[E869120's solution](#)

303.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[E869120's solution](#)

304.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,674 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[E869120's solution](#)

305.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[E869120's solution](#)

306.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers
[E869120's solution](#)

307.

932B

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

Quality: 9,260 global accepts · Rating: 1300 · first AC: 2019-05-15 · last AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar
[E869120's solution](#)

308.

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation
[E869120's solution](#)

309.

1182B

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

Quality: 12,001 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[E869120's solution](#)

310.

1174C

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

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[E869120's solution](#)

311.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[E869120's solution](#)

312.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[E869120's solution](#)

313.

1119B

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

Quality: 16,363 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[E869120's solution](#)

314.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,376 global accepts · Rating: 1300 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[E869120's solution](#)

315.

862B

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

Quality: 25,639 global accepts · Rating: 1300 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[E869120's solution](#)

316.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[E869120's solution](#)

317.

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[E869120's solution](#)

318.

808B

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

Quality: 14,868 global accepts · Rating: 1300 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[E869120's solution](#)

319.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1300 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[E869120's solution](#)

320.

871A

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

Rating: 1300 · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[E869120's solution](#)

321.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[E869120's solution](#)

322.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

323.

814B

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

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[E869120's solution](#)

324.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-05-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

325.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,920 global accepts · Rating: 1300 · first AC: 2017-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[E869120's solution](#)

326.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 1300 · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[E869120's solution](#)

327.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,209 global accepts · Rating: 1300 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings

[E869120's solution](#)

328.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[E869120's solution](#)

329.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,239 global accepts · Rating: 1300 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[E869120's solution](#)

330.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[E869120's solution](#)

331.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,602 global accepts · Rating: 1300 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[E869120's solution](#)

332.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

333.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

334.

755C

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

Quality: 15,004 global accepts · Rating: 1300 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[E869120's solution](#)

335.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[E869120's solution](#)

336.

740A

[Alyona and copybooks](#) · [Tutorial](#)

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[E869120's solution](#)

337.

2084C

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

Quality: 11,708 global accepts · Rating: 1400 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[E869120's solution](#)

338.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[E869120's solution](#)

339.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[E869120's solution](#)

340.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[E869120's solution](#)

341.

2034C

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

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[E869120's solution](#)

342.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[E869120's solution](#)

343.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[E869120's solution](#)

344.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[E869120's solution](#)

345.

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, math

[E869120's solution](#)

346.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[E869120's solution](#)

347.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,727 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[E869120's solution](#)

348.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[E869120's solution](#)

349.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[E869120's solution](#)

350.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[E869120's solution](#)

351.

1824A

[LuoTianyi and the Show · Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[E869120's solution](#)

352.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[E869120's solution](#)

353.

1740C

[Bricks and Bags · Tutorial](#)

Quality: 12,333 global accepts · Rating: 1400 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[E869120's solution](#)

354.

1773E

[Easy Assembly · Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[E869120's solution](#)

355.

1251B

[Binary Palindromes · Tutorial](#)

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[E869120's solution](#)

356.

1276A

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

Quality: 12,948 global accepts · Rating: 1400 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[E869120's solution](#)

357.

1214A

[Optimal Currency Exchange · Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[E869120's solution](#)

358.

1266C

[Diverse Matrix · Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[E869120's solution](#)

359.

1284B

[New Year and Ascent Sequence · Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[E869120's solution](#)

360.

1320A

[Journey Planning · Tutorial](#)

Quality: 21,656 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[E869120's solution](#)

361.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[E869120's solution](#)

362.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[E869120's solution](#)

363.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[E869120's solution](#)

364.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[E869120's solution](#)

365.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[E869120's solution](#)

366.

1144D

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

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[E869120's solution](#)

367.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,937 global accepts · Rating: 1400 · first AC: 2019-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[E869120's solution](#)

368.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[E869120's solution](#)

369.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,579 global accepts · Rating: 1400 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[E869120's solution](#)

370.

940B

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

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[E869120's solution](#)

371.

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[E869120's solution](#)

372.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1400 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[E869120's solution](#)

373.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,524 global accepts · Rating: 1400 · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[E869120's solution](#)

374.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[E869120's solution](#)

375.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[E869120's solution](#)

376.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[E869120's solution](#)

377.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

378.

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 1400 · first AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[E869120's solution](#)

379.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[E869120's solution](#)

380.

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1400 · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[E869120's solution](#)

381.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[E869120's solution](#)

382.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[E869120's solution](#)

383.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[E869120's solution](#)

384.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[E869120's solution](#)

385.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,576 global accepts · Rating: 1400 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[E869120's solution](#)

386.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,794 global accepts · Rating: 1400 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[E869120's solution](#)

387.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,816 global accepts · Rating: 1400 · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[E869120's solution](#)

388.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[E869120's solution](#)

389.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2017-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[E869120's solution](#)

390.

745B

[Hongcow Solves A Puzzle](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1400 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

391.

748C

[Santa Claus and Robot](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1400 · first AC: 2017-01-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[E869120's solution](#)

392.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,424 global accepts · Rating: 1400 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[E869120's solution](#)

393.

711B

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

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[E869120's solution](#)

394.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,633 global accepts · Rating: 1400 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, math

[E869120's solution](#)

395.

675B

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

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[E869120's solution](#)

396.

2008E

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

Quality: 13,218 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[E869120's solution](#)

397.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,526 global accepts · Rating: 1500 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures

[E869120's solution](#)

398.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,499 global accepts · Rating: 1500 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[E869120's solution](#)

399.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[E869120's solution](#)

400.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[E869120's solution](#)

401.

1817A

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

Quality: 12,755 global accepts · Rating: 1500 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[E869120's solution](#)

402.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[E869120's solution](#)

403.

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special

[E869120's solution](#)

404.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[E869120's solution](#)

405.

1876B

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Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

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406.

1740D

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Quality: 9,057 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

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407.

1776L

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Quality: 11,551 global accepts · Rating: 1500 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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408.

1774B

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Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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409.

1404A

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Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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410.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[E869120's solution](#)

411.

1307C

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Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

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412.

1264A

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Quality: 10,440 global accepts · Rating: 1500 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[E869120's solution](#)

413.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,663 global accepts · Rating: 1500 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[E869120's solution](#)

414.

1178D

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Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[E869120's solution](#)

415.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[E869120's solution](#)

416.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,656 global accepts · Rating: 1500 · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[E869120's solution](#)

417.

1136C

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

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[E869120's solution](#)

418.

1179A

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Quality: 11,796 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[E869120's solution](#)

419.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[E869120's solution](#)

420.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[E869120's solution](#)

421.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1500 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[E869120's solution](#)

422.

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2018-08-09 · last AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[E869120's solution](#)

423.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[E869120's solution](#)

424.

1158A

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

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[E869120's solution](#)

425.

1163B1

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

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[E869120's solution](#)

426.

1161A

[Hide and Seek](#) · [Tutorial](#)

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

[E869120's solution](#)

427.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings

[E869120's solution](#)

428.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[E869120's solution](#)

429.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2017-04-20 · last AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[E869120's solution](#)

430.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 1500 · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[E869120's solution](#)

431.

790A

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

Rating: 1500 · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[E869120's solution](#)

432.

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[E869120's solution](#)

433.

1133D

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

Quality: 16,448 global accepts · Rating: 1500 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory
[E869120's solution](#)

434.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[E869120's solution](#)

435.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[E869120's solution](#)

436.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees
[E869120's solution](#)

437.

978D

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

Quality: 9,954 global accepts · Rating: 1500 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[E869120's solution](#)

438.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings
[E869120's solution](#)

439.

873B

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

Quality: 9,108 global accepts · Rating: 1500 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[E869120's solution](#)

440.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,930 global accepts · Rating: 1500 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[E869120's solution](#)

441.

638B

[Making Genome in Berland](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1500 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, strings
[E869120's solution](#)

442.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, games
[E869120's solution](#)

443.

858B

[Which floor?](#) · [Tutorial](#)

Quality: 4,105 global accepts · Rating: 1500 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[E869120's solution](#)

444.

858C

[Did you mean... · Tutorial](#)

Quality: 5,872 global accepts · Rating: 1500 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[E869120's solution](#)

445.

770C

[Online Courses In BSU · Tutorial](#)

Quality: 2,931 global accepts · Rating: 1500 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, implementation
[E869120's solution](#)

446.

821C

[Okabe and Boxes · Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees
[E869120's solution](#)

447.

812C

[Sagheer and Nubian Market · Tutorial](#)

Quality: 17,498 global accepts · Rating: 1500 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
[E869120's solution](#)

448.

1010A

[Fly · Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[E869120's solution](#)

449.

985C

[Liebig's Barrels · Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[E869120's solution](#)

450.

930A

[Peculiar apple-tree · Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[E869120's solution](#)

451.

901A

[Hashing Trees · Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees
[E869120's solution](#)

452.

977E

[Cyclic Components · Tutorial](#)

Quality: 25,610 global accepts · Rating: 1500 · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[E869120's solution](#)

453.

877B

[Nikita and string · Tutorial](#)

Quality: 11,925 global accepts · Rating: 1500 · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[E869120's solution](#)

454.

875B

[Sorting the Coins · Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[E869120's solution](#)

455.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[E869120's solution](#)

456.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[E869120's solution](#)

457.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,091 global accepts · Rating: 1500 · first AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[E869120's solution](#)

458.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[E869120's solution](#)

459.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,732 global accepts · Rating: 1500 · first AC: 2017-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[E869120's solution](#)

460.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2017-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[E869120's solution](#)

461.

825D

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

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[E869120's solution](#)

462.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[E869120's solution](#)

463.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,793 global accepts · Rating: 1500 · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, strings, two pointers

[E869120's solution](#)

464.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[E869120's solution](#)

465.

707C

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Quality: 13,480 global accepts · Rating: 1500 · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[E869120's solution](#)

466.

746D

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Quality: 5,367 global accepts · Rating: 1500 · first AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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467.

702C

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Quality: 22,883 global accepts · Rating: 1500 · first AC: 2017-02-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[E869120's solution](#)

468.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2017-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[E869120's solution](#)

469.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,628 global accepts · Rating: 1500 · first AC: 2017-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math

[E869120's solution](#)

470.

760B

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Quality: 7,803 global accepts · Rating: 1500 · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[E869120's solution](#)

471.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,060 global accepts · Rating: 1500 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[E869120's solution](#)

472.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[E869120's solution](#)

473.

745C

[Hongcow Builds A Nation](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[E869120's solution](#)

474.

748B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1500 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[E869120's solution](#)

475.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

math, number theory

[E869120's solution](#)

476.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[E869120's solution](#)

477.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[E869120's solution](#)

478.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[E869120's solution](#)

479.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[E869120's solution](#)

480.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,866 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[E869120's solution](#)

481.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[E869120's solution](#)

482.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[E869120's solution](#)

483.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,614 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[E869120's solution](#)

484.

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special

[E869120's solution](#)

485.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory,

two pointers

[E869120's solution](#)

486.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[E869120's solution](#)

487.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[E869120's solution](#)

488.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[E869120's solution](#)

489.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,443 global accepts · Rating: 1600 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[E869120's solution](#)

490.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[E869120's solution](#)

491.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[E869120's solution](#)

492.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[E869120's solution](#)

493.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[E869120's solution](#)

494.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,707 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[E869120's solution](#)

495.

1251C

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

Quality: 14,334 global accepts · Rating: 1600 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[E869120's solution](#)

496.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[E869120's solution](#)

497.

1305C

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

Quality: 18,780 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[E869120's solution](#)

498.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[E869120's solution](#)

499.

1261B1

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

Rating: 1600 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[E869120's solution](#)

500.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[E869120's solution](#)

501.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[E869120's solution](#)

502.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[E869120's solution](#)

503.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · last AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[E869120's solution](#)

504.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[E869120's solution](#)

505.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[E869120's solution](#)

506.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,934 global accepts · Rating: 1600 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: trees

[E869120's solution](#)

507.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[E869120's solution](#)

508.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[E869120's solution](#)

509.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[E869120's solution](#)

510.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[E869120's solution](#)

511.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,430 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[E869120's solution](#)

512.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 1600 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games

[E869120's solution](#)

513.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[E869120's solution](#)

514.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[E869120's solution](#)

515.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[E869120's solution](#)

516.

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[E869120's solution](#)

517.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2019-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[E869120's solution](#)

518.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2019-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[E869120's solution](#)

519.

1163B2

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

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[E869120's solution](#)

520.

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[E869120's solution](#)

521.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[E869120's solution](#)

522.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[E869120's solution](#)

523.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

[E869120's solution](#)

524.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,290 global accepts · Rating: 1600 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[E869120's solution](#)

525.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,051 global accepts · Rating: 1600 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[E869120's solution](#)

526.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · last AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[E869120's solution](#)

527.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[E869120's solution](#)

528.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1600 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[E869120's solution](#)

529.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,777 global accepts · Rating: 1600 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[E869120's solution](#)

530.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[E869120's solution](#)

531.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[E869120's solution](#)

532.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1600 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[E869120's solution](#)

533.

940D

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

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[E869120's solution](#)

534.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[E869120's solution](#)

535.

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 1600 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dp, greedy

[E869120's solution](#)

536.

493C

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

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[E869120's solution](#)

537.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[E869120's solution](#)

538.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[E869120's solution](#)

539.

643B

[Bear and Two Paths](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[E869120's solution](#)

540.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 1600 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, strings

[E869120's solution](#)

541.

858D

[Polycarp's phone book](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 1600 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[E869120's solution](#)

542.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,384 global accepts · Rating: 1600 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[E869120's solution](#)

543.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[E869120's solution](#)

544.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[E869120's solution](#)

545.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

[E869120's solution](#)

546.

966A

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[E869120's solution](#)

547.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1600 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[E869120's solution](#)

548.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[E869120's solution](#)

549.

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 1600 · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[E869120's solution](#)

550.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[E869120's solution](#)

551.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[E869120's solution](#)

552.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[E869120's solution](#)

553.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[E869120's solution](#)

554.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[E869120's solution](#)

555.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[E869120's solution](#)

556.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[E869120's solution](#)

557.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[E869120's solution](#)

558.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2017-06-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

559.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,484 global accepts · Rating: 1600 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math

[E869120's solution](#)

560.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1600 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[E869120's solution](#)

561.

780B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 12,644 global accepts · Rating: 1600 · first AC: 2017-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[E869120's solution](#)

562.

780C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2017-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[E869120's solution](#)

563.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[E869120's solution](#)

564.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[E869120's solution](#)

565.

777C

[Alyona and Spreadsheet](#) · [Tutorial](#)

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-04-21 · last AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[E869120's solution](#)

566.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,363 global accepts · Rating: 1600 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[E869120's solution](#)

567.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[E869120's solution](#)

568.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[E869120's solution](#)

569.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1600 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[E869120's solution](#)

570.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation
[E869120's solution](#)

571.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu
[E869120's solution](#)

572.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,817 global accepts · Rating: 1600 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[E869120's solution](#)

573.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,081 global accepts · Rating: 1600 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[E869120's solution](#)

574.

789C

[Functions again](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers
[E869120's solution](#)

575.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1600 · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[E869120's solution](#)

576.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,972 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
[E869120's solution](#)

577.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings
[E869120's solution](#)

578.

764C

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

Rating: 1600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees
[E869120's solution](#)

579.

760D

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[E869120's solution](#)

580.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[E869120's solution](#)

581.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,202 global accepts · Rating: 1600 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[E869120's solution](#)

582.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[E869120's solution](#)

583.

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 1600 · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[E869120's solution](#)

584.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[E869120's solution](#)

585.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,742 global accepts · Rating: 1600 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[E869120's solution](#)

586.

735C

[Tennis Championship](#) · [Tutorial](#)

Quality: 7,965 global accepts · Rating: 1600 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[E869120's solution](#)

587.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,251 global accepts · Rating: 1600 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[E869120's solution](#)

588.

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, trees

[E869120's solution](#)

589.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2016-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[E869120's solution](#)

590.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[E869120's solution](#)

591.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[E869120's solution](#)

592.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[E869120's solution](#)

593.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1700 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[E869120's solution](#)

594.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,597 global accepts · Rating: 1700 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[E869120's solution](#)

595.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[E869120's solution](#)

596.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[E869120's solution](#)

597.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,644 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[E869120's solution](#)

598.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[E869120's solution](#)

599.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[E869120's solution](#)

600.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[E869120's solution](#)

601.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[E869120's solution](#)

602.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1700 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[E869120's solution](#)

603.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[E869120's solution](#)

604.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[E869120's solution](#)

605.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[E869120's solution](#)

606.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[E869120's solution](#)

607.

1810D

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

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[E869120's solution](#)

608.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,052 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[E869120's solution](#)

609.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder

theorem, math, number theory

[E869120's solution](#)

610.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[E869120's solution](#)

611.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[E869120's solution](#)

612.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,843 global accepts · Rating: 1700 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[E869120's solution](#)

613.

1320B

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

Quality: 6,438 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[E869120's solution](#)

614.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[E869120's solution](#)

615.

1229A

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

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[E869120's solution](#)

616.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,768 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[E869120's solution](#)

617.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[E869120's solution](#)

618.

1239A

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

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

[E869120's solution](#)

619.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[E869120's solution](#)

620.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-10 · last AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[E869120's solution](#)

621.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

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

[E869120's solution](#)

622.

1148C

[Crazy Diamond](#) · [Tutorial](#)

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

[E869120's solution](#)

623.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[E869120's solution](#)

624.

1168A

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

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[E869120's solution](#)

625.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-09 · last AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[E869120's solution](#)

626.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[E869120's solution](#)

627.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 1700 · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[E869120's solution](#)

628.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2017-04-21 · last AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings

[E869120's solution](#)

629.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,216 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

[E869120's solution](#)

630.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,113 global accepts · Rating: 1700 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[E869120's solution](#)

631.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[E869120's solution](#)

632.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[E869120's solution](#)

633.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2017-04-22 · last AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[E869120's solution](#)

634.

1091D

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

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[E869120's solution](#)

635.

1086B

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

Rating: 1700 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees

[E869120's solution](#)

636.

1114C

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

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[E869120's solution](#)

637.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1700 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[E869120's solution](#)

638.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,004 global accepts · Rating: 1700 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[E869120's solution](#)

639.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[E869120's solution](#)

640.

977F

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

Quality: 25,124 global accepts · Rating: 1700 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[E869120's solution](#)

641.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[E869120's solution](#)

642.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,024 global accepts · Rating: 1700 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths
[E869120's solution](#)

643.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[E869120's solution](#)

644.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1700 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math
[E869120's solution](#)

645.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[E869120's solution](#)

646.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,840 global accepts · Rating: 1700 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
[E869120's solution](#)

647.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math
[E869120's solution](#)

648.

966B

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

Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[E869120's solution](#)

649.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1700 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[E869120's solution](#)

650.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2017-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[E869120's solution](#)

651.

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[E869120's solution](#)

652.

827A

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

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings

[E869120's solution](#)

653.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2017-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[E869120's solution](#)

654.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[E869120's solution](#)

655.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[E869120's solution](#)

656.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[E869120's solution](#)

657.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1700 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, ternary search, two pointers

[E869120's solution](#)

658.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2017-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[E869120's solution](#)

659.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,554 global accepts · Rating: 1700 · first AC: 2017-05-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[E869120's solution](#)

660.

729D

[Sea Battle](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1700 · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[E869120's solution](#)

661.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[E869120's solution](#)

662.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 1700 · first AC: 2017-04-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[E869120's solution](#)

663.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2017-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, strings

[E869120's solution](#)

664.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[E869120's solution](#)

665.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[E869120's solution](#)

666.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math

[E869120's solution](#)

667.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,800 global accepts · Rating: 1700 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, probabilities, trees

[E869120's solution](#)

668.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math

[E869120's solution](#)

669.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[E869120's solution](#)

670.

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[E869120's solution](#)

671.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[E869120's solution](#)

672.

760C

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

Rating: 1700 · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[E869120's solution](#)

673.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[E869120's solution](#)

674.

729C

[Road to Cinema](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 1700 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[E869120's solution](#)

675.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,342 global accepts · Rating: 1700 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[E869120's solution](#)

676.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[E869120's solution](#)

677.

583C

[GCD Table](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[E869120's solution](#)

678.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[E869120's solution](#)

679.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[E869120's solution](#)

680.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[E869120's solution](#)

681.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: *special, sortings

[E869120's solution](#)

682.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-09-26 · last AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[E869120's solution](#)

683.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,995 global accepts · Rating: 1800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings
[E869120's solution](#)

684.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[E869120's solution](#)

685.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy
[E869120's solution](#)

686.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers
[E869120's solution](#)

687.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,237 global accepts · Rating: 1800 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory
[E869120's solution](#)

688.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,007 global accepts · Rating: 1800 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees
[E869120's solution](#)

689.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[E869120's solution](#)

690.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,357 global accepts · Rating: 1800 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[E869120's solution](#)

691.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees
[E869120's solution](#)

692.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
[E869120's solution](#)

693.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[E869120's solution](#)

694.

1666C

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

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[E869120's solution](#)

695.

1338B

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

Quality: 9,521 global accepts · Rating: 1800 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[E869120's solution](#)

696.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[E869120's solution](#)

697.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[E869120's solution](#)

698.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[E869120's solution](#)

699.

1290B

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

Quality: 7,153 global accepts · Rating: 1800 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[E869120's solution](#)

700.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[E869120's solution](#)

701.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[E869120's solution](#)

702.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[E869120's solution](#)

703.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

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704.

1261B2

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Rating: 1800 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

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705.

1246B

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Rating: 1800 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

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706.

1208C

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Quality: 6,364 global accepts · Rating: 1800 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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707.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games

[E869120's solution](#)

708.

913D

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Quality: 5,131 global accepts · Rating: 1800 · first AC: 2019-05-30 · last AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

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709.

747D

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Quality: 3,461 global accepts · Rating: 1800 · first AC: 2016-12-28 · last AC: 2019-07-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[E869120's solution](#)

710.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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711.

1136D

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Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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712.

933A

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Quality: 5,400 global accepts · Rating: 1800 · first AC: 2018-03-31 · last AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[E869120's solution](#)

713.

1179B

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

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[E869120's solution](#)

714.

1172A

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Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[E869120's solution](#)

715.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[E869120's solution](#)

716.

1148D

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

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

[E869120's solution](#)

717.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[E869120's solution](#)

718.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[E869120's solution](#)

719.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-08-09 · last AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[E869120's solution](#)

720.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-05-05 · last AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[E869120's solution](#)

721.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 1800 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[E869120's solution](#)

722.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2018-08-09 · last AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[E869120's solution](#)

723.

1053A

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

Rating: 1800 · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[E869120's solution](#)

724.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[E869120's solution](#)

725.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[E869120's solution](#)

726.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[E869120's solution](#)

727.

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-08-09 · last AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[E869120's solution](#)

728.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,438 global accepts · Rating: 1800 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

[E869120's solution](#)

729.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1800 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

[E869120's solution](#)

730.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,656 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[E869120's solution](#)

731.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[E869120's solution](#)

732.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[E869120's solution](#)

733.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[E869120's solution](#)

734.

888E

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

Quality: 9,200 global accepts · Rating: 1800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[E869120's solution](#)

735.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[E869120's solution](#)

736.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[E869120's solution](#)

737.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,027 global accepts · Rating: 1800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[E869120's solution](#)

738.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[E869120's solution](#)

739.

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[E869120's solution](#)

740.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[E869120's solution](#)

741.

638C

[Road Improvement](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 1800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, greedy, trees

[E869120's solution](#)

742.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[E869120's solution](#)

743.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[E869120's solution](#)

744.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[E869120's solution](#)

745.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[E869120's solution](#)

746.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[E869120's solution](#)

747.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[E869120's solution](#)

748.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[E869120's solution](#)

749.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[E869120's solution](#)

750.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[E869120's solution](#)

751.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[E869120's solution](#)

752.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[E869120's solution](#)

753.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[E869120's solution](#)

754.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[E869120's solution](#)

755.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,227 global accepts · Rating: 1800 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[E869120's solution](#)

756.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[E869120's solution](#)

757.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[E869120's solution](#)

758.

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2017-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[E869120's solution](#)

759.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2017-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry, greedy, implementation

[E869120's solution](#)

760.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[E869120's solution](#)

761.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,848 global accepts · Rating: 1800 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[E869120's solution](#)

762.

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2017-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[E869120's solution](#)

763.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, strings

[E869120's solution](#)

764.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[E869120's solution](#)

765.

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,543 global accepts · Rating: 1800 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[E869120's solution](#)

766.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[E869120's solution](#)

767.

801C

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-17 · last AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[E869120's solution](#)

768.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,478 global accepts · Rating: 1800 · first AC: 2017-04-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[E869120's solution](#)

769.

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

[E869120's solution](#)

770.

706D

[Vasily's Multiset](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[E869120's solution](#)

771.

701E

[Connecting Universities](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[E869120's solution](#)

772.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[E869120's solution](#)

773.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 1900 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[E869120's solution](#)

774.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings

[E869120's solution](#)

775.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[E869120's solution](#)

776.

1791G2

[Teleporters \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,993 global accepts · Rating: 1900 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[E869120's solution](#)

777.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[E869120's solution](#)

778.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[E869120's solution](#)

779.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[E869120's solution](#)

780.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings

[E869120's solution](#)

781.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,261 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[E869120's solution](#)

782.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,188 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[E869120's solution](#)

783.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[E869120's solution](#)

784.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[E869120's solution](#)

785.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[E869120's solution](#)

786.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[E869120's solution](#)

787.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[E869120's solution](#)

788.

2013D

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

Quality: 7,469 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[E869120's solution](#)

789.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,088 global accepts · Rating: 1900 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[E869120's solution](#)

790.

1958E

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

Quality: 329 global accepts · Rating: 1900 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, constructive algorithms

[E869120's solution](#)

791.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, graphs

[E869120's solution](#)

792.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

793.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[E869120's solution](#)

794.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[E869120's solution](#)

795.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[E869120's solution](#)

796.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[E869120's solution](#)

797.

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[E869120's solution](#)

798.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,902 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[E869120's solution](#)

799.

1887A2

[Dances \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[E869120's solution](#)

800.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[E869120's solution](#)

801.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

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802.

1774E

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803.

1773A

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804.

1773K

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805.

1404B

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806.

1371E1

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807.

1251D

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808.

1205B

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809.

1276B

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810.

1214D

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811.

1305D

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1307D

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813.

1264B

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814.

1208D

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815.

1178E

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816.

848B

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817.

1117C

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818.

1055C

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819.

1181C

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820.

1172B

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821.

1175D

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Quality: 7,063 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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822.

1174D

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823.

1168B

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824.

1071B

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Rating: 1900 · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing

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825.

1054D

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Quality: 2,415 global accepts · Rating: 1900 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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826.

1067A

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Quality: 3,133 global accepts · Rating: 1900 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

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827.

1163C2

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[E869120's solution](#)

828.

1163C1

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

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[E869120's solution](#)

829.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[E869120's solution](#)

830.

1012C

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Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-10-14 · last AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[E869120's solution](#)

831.

1012B

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832.

724D

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Quality: 2,460 global accepts · Rating: 1900 · first AC: 2017-04-20 · last AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[E869120's solution](#)

833.

1119E

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834.

981D

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835.

1031D

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Quality: 2,985 global accepts · Rating: 1900 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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836.

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Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory, strings

[E869120's solution](#)

837.

1074B

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Rating: 1900 · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: interactive, trees

[E869120's solution](#)

838.

1078A

[Barcelonian Distance](#) · [Tutorial](#)

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[E869120's solution](#)

839.

1133F2

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840.

1114D

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841.

1000D

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Quality: 5,041 global accepts · Rating: 1900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[E869120's solution](#)

842.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

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843.

965D

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844.

505C

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845.

524C

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846.

717D

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847.

862C

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

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
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848.

660D

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849.

835D

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Quality: 4,660 global accepts · Rating: 1900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, strings
[E869120's solution](#)

850.

808D

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Quality: 8,091 global accepts · Rating: 1900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
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851.

796C

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Quality: 3,230 global accepts · Rating: 1900 · first AC: 2017-06-01 · last AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, trees
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852.

607B

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Quality: 16,306 global accepts · Rating: 1900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp
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853.

1017D

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Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures
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854.

930C

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Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
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855.

961E

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Quality: 4,233 global accepts · Rating: 1900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures
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856.

949C

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Quality: 2,252 global accepts · Rating: 1900 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
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857.

839B

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Quality: 3,438 global accepts · Rating: 1900 · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

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858.

819B

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859.

832D

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Quality: 4,479 global accepts · Rating: 1900 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

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860.

817D

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861.

811C

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862.

599D

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863.

582B

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Quality: 3,643 global accepts · Rating: 1900 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, matrices

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864.

780D

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865.

687C

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866.

613B

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Quality: 2,476 global accepts · Rating: 1900 · first AC: 2017-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

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867.

653C

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Quality: 1,780 global accepts · Rating: 1900 · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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868.

803D

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Quality: 4,042 global accepts · Rating: 1900 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

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869.

803C

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Quality: 5,818 global accepts · Rating: 1900 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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870.

682D

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Quality: 3,515 global accepts · Rating: 1900 · first AC: 2017-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

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871.

729E

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872.

700A

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Quality: 3,351 global accepts · Rating: 1900 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

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873.

744B

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874.

792D

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875.

702D

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876.

708B

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Quality: 3,440 global accepts · Rating: 1900 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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877.

757C

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878.

722D

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879.

711D

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Quality: 4,971 global accepts · Rating: 1900 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[E869120's solution](#)

880.

739B

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Quality: 5,118 global accepts · Rating: 1900 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

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881.

750D

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Quality: 3,168 global accepts · Rating: 1900 · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

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882.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,562 global accepts · Rating: 2000 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

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883.

2052J

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Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

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884.

1815B

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Quality: 3,600 global accepts · Rating: 2000 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[E869120's solution](#)

885.

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, combinatorics

[E869120's solution](#)

886.

1893C

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

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

[E869120's solution](#)

887.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[E869120's solution](#)

888.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[E869120's solution](#)

889.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[E869120's solution](#)

890.

1764D

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Quality: 3,144 global accepts · Rating: 2000 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[E869120's solution](#)

891.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[E869120's solution](#)

892.

1214E

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Quality: 2,864 global accepts · Rating: 2000 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[E869120's solution](#)

893.

1266D

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Quality: 3,871 global accepts · Rating: 2000 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[E869120's solution](#)

894.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[E869120's solution](#)

895.

1320C

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

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[E869120's solution](#)

896.

1229B

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

Rating: 2000 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[E869120's solution](#)

897.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[E869120's solution](#)

898.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[E869120's solution](#)

899.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[E869120's solution](#)

900.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 2000 · first AC: 2018-03-31 · last AC: 2019-06-23 · C++14 (GCC 6-32) (first AC) · Tags: math

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901.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,529 global accepts · Rating: 2000 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[E869120's solution](#)

902.

1033D

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Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-14 · last AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[E869120's solution](#)

903.

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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904.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-05-03 · last AC: 2019-05-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

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905.

806B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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906.

1161C

[Thanos Nim](#) · [Tutorial](#)

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

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907.

963B

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

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[E869120's solution](#)

908.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-08-09 · last AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

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909.

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[E869120's solution](#)

910.

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[E869120's solution](#)

911.

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[E869120's solution](#)

912.

1142B

[Lynryd Skynryd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[E869120's solution](#)

913.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,058 global accepts · Rating: 2000 · first AC: 2017-09-30 · last AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[E869120's solution](#)

914.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[E869120's solution](#)

915.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2000 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[E869120's solution](#)

916.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[E869120's solution](#)

917.

900D

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Quality: 3,788 global accepts · Rating: 2000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

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918.

877E

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Quality: 5,496 global accepts · Rating: 2000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees
[E869120's solution](#)

919.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp
[E869120's solution](#)

920.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive
[E869120's solution](#)

921.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,346 global accepts · Rating: 2000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[E869120's solution](#)

922.

940E

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Quality: 4,390 global accepts · Rating: 2000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math
[E869120's solution](#)

923.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[E869120's solution](#)

924.

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[E869120's solution](#)

925.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,047 global accepts · Rating: 2000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures
[E869120's solution](#)

926.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[E869120's solution](#)

927.

767C

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Quality: 4,636 global accepts · Rating: 2000 · first AC: 2018-08-09 · last AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees
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928.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, trees

[E869120's solution](#)

929.

843B

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Quality: 2,580 global accepts · Rating: 2000 · first AC: 2018-06-24 · last AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[E869120's solution](#)

930.

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[E869120's solution](#)

931.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[E869120's solution](#)

932.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, interactive

[E869120's solution](#)

933.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[E869120's solution](#)

934.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 2000 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[E869120's solution](#)

935.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[E869120's solution](#)

936.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[E869120's solution](#)

937.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: dp, matrices

[E869120's solution](#)

938.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,761 global accepts · Rating: 2000 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[E869120's solution](#)

939.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,483 global accepts · Rating: 2000 · first AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[E869120's solution](#)

940.

817E

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Quality: 3,716 global accepts · Rating: 2000 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[E869120's solution](#)

941.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[E869120's solution](#)

942.

659F

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Quality: 1,954 global accepts · Rating: 2000 · first AC: 2017-05-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[E869120's solution](#)

943.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[E869120's solution](#)

944.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2017-04-29 · last AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[E869120's solution](#)

945.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,651 global accepts · Rating: 2000 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[E869120's solution](#)

946.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[E869120's solution](#)

947.

666B

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Quality: 2,391 global accepts · Rating: 2000 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[E869120's solution](#)

948.

662D

[International Olympiad](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2000 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[E869120's solution](#)

949.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[E869120's solution](#)

950.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[E869120's solution](#)

951.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, matrices
[E869120's solution](#)

952.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 2000 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory
[E869120's solution](#)

953.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2017-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[E869120's solution](#)

954.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[E869120's solution](#)

955.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math
[E869120's solution](#)

956.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings
[E869120's solution](#)

957.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[E869120's solution](#)

958.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
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959.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, math

[E869120's solution](#)

960.

1864E

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Quality: 3,053 global accepts · Rating: 2100 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[E869120's solution](#)

961.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[E869120's solution](#)

962.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

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963.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

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964.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[E869120's solution](#)

965.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, sortings

[E869120's solution](#)

966.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

967.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[E869120's solution](#)

968.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

969.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[E869120's solution](#)

970.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[E869120's solution](#)

971.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[E869120's solution](#)

972.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[E869120's solution](#)

973.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[E869120's solution](#)

974.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,776 global accepts · Rating: 2100 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[E869120's solution](#)

975.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[E869120's solution](#)

976.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[E869120's solution](#)

977.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[E869120's solution](#)

978.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[E869120's solution](#)

979.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[E869120's solution](#)

980.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[E869120's solution](#)

981.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[E869120's solution](#)

982.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[E869120's solution](#)

983.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[E869120's solution](#)

984.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[E869120's solution](#)

985.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[E869120's solution](#)

986.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[E869120's solution](#)

987.

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2018-08-09 · last AC: 2019-07-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, trees

[E869120's solution](#)

988.

1056E

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Quality: 2,814 global accepts · Rating: 2100 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, strings

[E869120's solution](#)

989.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[E869120's solution](#)

990.

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[E869120's solution](#)

991.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2017-09-10 · last AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[E869120's solution](#)

992.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[E869120's solution](#)

993.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

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994.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-10-14 · last AC: 2019-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[E869120's solution](#)

995.

1163D

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996.

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997.

1146D

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1151E

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1000.

763B

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1028D

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1074C

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1078B

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1009.

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995A

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1011.

909D

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912D

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703C

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587B

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576C

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827C

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748E

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985E

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[E869120's solution](#)**1028.**

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877D

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837E

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837D

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840B

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788B

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811D

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466D

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793D

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780E

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703D

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689D

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748D

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734E

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1909F1

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979D

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932D

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1179C

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756C

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[E869120's solution](#)**1084.**

1117E

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[E869120's solution](#)**1085.**

1181D

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[E869120's solution](#)**1086.**

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1156D

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1175E

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906B

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1168C

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1091.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[E869120's solution](#)

1092.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[E869120's solution](#)

1093.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[E869120's solution](#)

1094.

806C

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

Rating: 2200 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[E869120's solution](#)

1095.

1158B

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

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[E869120's solution](#)

1096.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[E869120's solution](#)

1097.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[E869120's solution](#)

1098.

981E

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

Quality: 2,535 global accepts · Rating: 2200 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[E869120's solution](#)

1099.

1140E

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

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[E869120's solution](#)

1100.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[E869120's solution](#)

1101.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[E869120's solution](#)

1102.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[E869120's solution](#)

1103.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[E869120's solution](#)

1104.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2200 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[E869120's solution](#)

1105.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[E869120's solution](#)

1106.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[E869120's solution](#)

1107.

618D

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

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2018-08-09 · last AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[E869120's solution](#)

1108.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,274 global accepts · Rating: 2200 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[E869120's solution](#)

1109.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[E869120's solution](#)

1110.

754C

[Vladik and chat](#) · [Tutorial](#)

Quality: 1,096 global accepts · Rating: 2200 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation, strings

[E869120's solution](#)

1111.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[E869120's solution](#)

1112.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[E869120's solution](#)

1113.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: games

[E869120's solution](#)

1114.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[E869120's solution](#)

1115.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,039 global accepts · Rating: 2200 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[E869120's solution](#)

1116.

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2018-08-09 · last AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[E869120's solution](#)

1117.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[E869120's solution](#)

1118.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[E869120's solution](#)

1119.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[E869120's solution](#)

1120.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[E869120's solution](#)

1121.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[E869120's solution](#)

1122.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2017-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy

[E869120's solution](#)

1123.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[E869120's solution](#)

1124.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 2200 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[E869120's solution](#)

1125.

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[E869120's solution](#)

1126.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[E869120's solution](#)

1127.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[E869120's solution](#)

1128.

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[E869120's solution](#)

1129.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[E869120's solution](#)

1130.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[E869120's solution](#)

1131.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2017-04-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[E869120's solution](#)

1132.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[E869120's solution](#)

1133.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[E869120's solution](#)

1134.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[E869120's solution](#)

1135.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1136.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[E869120's solution](#)

1137.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[E869120's solution](#)

1138.

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: *special

[E869120's solution](#)

1139.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2300 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[E869120's solution](#)

1140.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[E869120's solution](#)

1141.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[E869120's solution](#)

1142.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[E869120's solution](#)

1143.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[E869120's solution](#)

1144.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2300 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[E869120's solution](#)

1145.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[E869120's solution](#)

1146.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2300 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[E869120's solution](#)

1147.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[E869120's solution](#)

1148.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[E869120's solution](#)

1149.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees

[E869120's solution](#)

1150.

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

[E869120's solution](#)

1151.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs,

hashing

[E869120's solution](#)

1152.

1371E2

[Asterism \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[E869120's solution](#)

1153.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[E869120's solution](#)

1154.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[E869120's solution](#)

1155.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[E869120's solution](#)

1156.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[E869120's solution](#)

1157.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[E869120's solution](#)

1158.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[E869120's solution](#)

1159.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[E869120's solution](#)

1160.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[E869120's solution](#)

1161.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2018-08-09 · last AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[E869120's solution](#)

1162.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[E869120's solution](#)

1163.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[E869120's solution](#)

1164.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[E869120's solution](#)

1165.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[E869120's solution](#)

1166.

1182E

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

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory

[E869120's solution](#)

1167.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[E869120's solution](#)

1168.

1148E

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

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

[E869120's solution](#)

1169.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,019 global accepts · Rating: 2300 · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[E869120's solution](#)

1170.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[E869120's solution](#)

1171.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2300 · first AC: 2019-05-25 · last AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[E869120's solution](#)

1172.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[E869120's solution](#)

1173.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[E869120's solution](#)

1174.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2018-08-14 · last AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[E869120's solution](#)

1175.

1132D

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

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[E869120's solution](#)

1176.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[E869120's solution](#)

1177.

1086C

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

Rating: 2300 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[E869120's solution](#)

1178.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[E869120's solution](#)

1179.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[E869120's solution](#)

1180.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[E869120's solution](#)

1181.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[E869120's solution](#)

1182.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry,

greedy, math, sortings

[E869120's solution](#)

1183.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2018-06-24 · last AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[E869120's solution](#)

1184.

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[E869120's solution](#)

1185.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, sortings

[E869120's solution](#)

1186.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[E869120's solution](#)

1187.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: games

[E869120's solution](#)

1188.

677D

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

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[E869120's solution](#)

1189.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[E869120's solution](#)

1190.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[E869120's solution](#)

1191.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-06-20 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[E869120's solution](#)

1192.

871C

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[E869120's solution](#)

1193.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[E869120's solution](#)

1194.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[E869120's solution](#)

1195.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, trees

[E869120's solution](#)

1196.

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[E869120's solution](#)

1197.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[E869120's solution](#)

1198.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2300 · first AC: 2017-07-28 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[E869120's solution](#)

1199.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[E869120's solution](#)

1200.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2017-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[E869120's solution](#)

1201.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[E869120's solution](#)

1202.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,433 global accepts · Rating: 2300 · first AC: 2017-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[E869120's solution](#)

1203.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[E869120's solution](#)

1204.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[E869120's solution](#)

1205.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[E869120's solution](#)

1206.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[E869120's solution](#)

1207.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[E869120's solution](#)

1208.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[E869120's solution](#)

1209.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[E869120's solution](#)

1210.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1211.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math, matrices

[E869120's solution](#)

1212.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-06 · last AC: 2024-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[E869120's solution](#)

1213.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[E869120's solution](#)

1214.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[E869120's solution](#)

1215.

1958G

[Observation Towers](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2400 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special

[E869120's solution](#)

1216.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[E869120's solution](#)

1217.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[E869120's solution](#)

1218.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[E869120's solution](#)

1219.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[E869120's solution](#)

1220.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[E869120's solution](#)

1221.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[E869120's solution](#)

1222.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[E869120's solution](#)

1223.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[E869120's solution](#)

1224.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · last AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[E869120's solution](#)

1225.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[E869120's solution](#)

1226.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[E869120's solution](#)

1227.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1228.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[E869120's solution](#)

1229.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[E869120's solution](#)

1230.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[E869120's solution](#)

1231.

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[E869120's solution](#)

1232.

1251E2

[Voting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[E869120's solution](#)

1233.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[E869120's solution](#)

1234.

1290C

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

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[E869120's solution](#)

1235.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[E869120's solution](#)

1236.

1229C

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

Rating: 2400 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[E869120's solution](#)

1237.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[E869120's solution](#)

1238.

1261D2

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

Rating: 2400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[E869120's solution](#)

1239.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · last AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[E869120's solution](#)

1240.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,827 global accepts · Rating: 2400 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[E869120's solution](#)

1241.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-08-13 · last AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[E869120's solution](#)

1242.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, shortest paths

[E869120's solution](#)

1243.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[E869120's solution](#)

1244.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,431 global accepts · Rating: 2400 · first AC: 2019-06-24 · last AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[E869120's solution](#)

1245.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[E869120's solution](#)

1246.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[E869120's solution](#)

1247.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[E869120's solution](#)

1248.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[E869120's solution](#)

1249.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[E869120's solution](#)

1250.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2018-08-09 · last AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[E869120's solution](#)

1251.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[E869120's solution](#)

1252.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[E869120's solution](#)

1253.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[E869120's solution](#)

1254.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2019-05-13 · last AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[E869120's solution](#)

1255.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[E869120's solution](#)

1256.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[E869120's solution](#)

1257.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[E869120's solution](#)

1258.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2400 · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: strings

[E869120's solution](#)

1259.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[E869120's solution](#)

1260.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[E869120's solution](#)

1261.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[E869120's solution](#)

1262.

1074D

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

Rating: 2400 · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, hashing

[E869120's solution](#)

1263.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[E869120's solution](#)

1264.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2019-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[E869120's solution](#)

1265.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[E869120's solution](#)

1266.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2400 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[E869120's solution](#)

1267.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[E869120's solution](#)

1268.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2400 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[E869120's solution](#)

1269.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[E869120's solution](#)

1270.

759D

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-06-24 · last AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[E869120's solution](#)

1271.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2018-06-24 · last AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation

[E869120's solution](#)

1272.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, strings

[E869120's solution](#)

1273.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2400 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[E869120's solution](#)

1274.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[E869120's solution](#)

1275.

815C

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

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[E869120's solution](#)

1276.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[E869120's solution](#)

1277.

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[E869120's solution](#)

1278.

417E

[Square Table](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2400 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, probabilities

[E869120's solution](#)

1279.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[E869120's solution](#)

1280.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, games, graphs, math

[E869120's solution](#)

1281.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[E869120's solution](#)

1282.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[E869120's solution](#)

1283.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[E869120's solution](#)

1284.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math

[E869120's solution](#)

1285.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[E869120's solution](#)

1286.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[E869120's solution](#)

1287.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[E869120's solution](#)

1288.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[E869120's solution](#)

1289.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[E869120's solution](#)

1290.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[E869120's solution](#)

1291.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[E869120's solution](#)

1292.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[E869120's solution](#)

1293.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[E869120's solution](#)

1294.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,686 global accepts · Rating: 2500 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[E869120's solution](#)

1295.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[E869120's solution](#)

1296.

1361C

[Johnny and Megan's Necklace](#) · Tutorial

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[E869120's solution](#)

1297.

1835B

[Lottery](#) · Tutorial

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[E869120's solution](#)

1298.

1876D

[Lexichromatography](#) · Tutorial

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[E869120's solution](#)

1299.

1776C

[Library game](#) · Tutorial

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, interactive, sortings

[E869120's solution](#)

1300.

1776I

[Spinach Pizza](#) · Tutorial

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, greedy, interactive

[E869120's solution](#)

1301.

1776J

[Italian Data Centers](#) · Tutorial

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[E869120's solution](#)

1302.

1779F

[Xorcerer's Stones](#) · Tutorial

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[E869120's solution](#)

1303.

1666E

[Even Split](#) · Tutorial

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[E869120's solution](#)

1304.

1773I

[Interactive Factorial Guessing](#) · Tutorial

Quality: 579 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation, interactive

[E869120's solution](#)

1305.

1251F

[Red-White Fence](#) · Tutorial

Quality: 978 global accepts · Rating: 2500 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft

[E869120's solution](#)

1306.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[E869120's solution](#)

1307.

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

[E869120's solution](#)

1308.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[E869120's solution](#)

1309.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[E869120's solution](#)

1310.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[E869120's solution](#)

1311.

1314B

[Double Elimination](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[E869120's solution](#)

1312.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[E869120's solution](#)

1313.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[E869120's solution](#)

1314.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[E869120's solution](#)

1315.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[E869120's solution](#)

1316.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, implementation

[E869120's solution](#)

1317.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[E869120's solution](#)

1318.

1188A2

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

Quality: 1,296 global accepts · Rating: 2500 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[E869120's solution](#)

1319.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math

[E869120's solution](#)

1320.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2019-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[E869120's solution](#)

1321.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[E869120's solution](#)

1322.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[E869120's solution](#)

1323.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[E869120's solution](#)

1324.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[E869120's solution](#)

1325.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings

[E869120's solution](#)

1326.

1175F

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

Quality: 2,664 global accepts · Rating: 2500 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and

conquer, hashing, math

[E869120's solution](#)

1327.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[E869120's solution](#)

1328.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[E869120's solution](#)

1329.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1330.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,728 global accepts · Rating: 2500 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[E869120's solution](#)

1331.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[E869120's solution](#)

1332.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[E869120's solution](#)

1333.

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[E869120's solution](#)

1334.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[E869120's solution](#)

1335.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[E869120's solution](#)

1336.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graph matchings, greedy

[E869120's solution](#)

1337.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[E869120's solution](#)

1338.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[E869120's solution](#)

1339.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[E869120's solution](#)

1340.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[E869120's solution](#)

1341.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[E869120's solution](#)

1342.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[E869120's solution](#)

1343.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[E869120's solution](#)

1344.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[E869120's solution](#)

1345.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[E869120's solution](#)

1346.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[E869120's solution](#)

1347.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[E869120's solution](#)

1348.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[E869120's solution](#)

1349.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[E869120's solution](#)

1350.

2079B

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

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dp, greedy

[E869120's solution](#)

1351.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[E869120's solution](#)

1352.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[E869120's solution](#)

1353.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[E869120's solution](#)

1354.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,494 global accepts · Rating: 2600 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[E869120's solution](#)

1355.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[E869120's solution](#)

1356.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[E869120's solution](#)

1357.

1958H

[Composite Spells](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 2600 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, dp

[E869120's solution](#)

1358.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[E869120's solution](#)

1359.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[E869120's solution](#)

1360.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[E869120's solution](#)

1361.

1893D

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

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

[E869120's solution](#)

1362.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[E869120's solution](#)

1363.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[E869120's solution](#)

1364.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[E869120's solution](#)

1365.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[E869120's solution](#)

1366.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[E869120's solution](#)

1367.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[E869120's solution](#)

1368.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[E869120's solution](#)

1369.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[E869120's solution](#)

1370.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2600 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[E869120's solution](#)

1371.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[E869120's solution](#)

1372.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[E869120's solution](#)

1373.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[E869120's solution](#)

1374.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[E869120's solution](#)

1375.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[E869120's solution](#)

1376.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[E869120's solution](#)

1377.

1178F2

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

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[E869120's solution](#)

1378.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[E869120's solution](#)

1379.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths
[E869120's solution](#)

1380.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2600 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[E869120's solution](#)

1381.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities
[E869120's solution](#)

1382.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[E869120's solution](#)

1383.

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[E869120's solution](#)

1384.

1158D

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

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[E869120's solution](#)

1385.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[E869120's solution](#)

1386.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, trees
[E869120's solution](#)

1387.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[E869120's solution](#)

1388.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[E869120's solution](#)

1389.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[E869120's solution](#)

1390.

1063D

[Candies for Children](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 2600 · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[E869120's solution](#)

1391.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,434 global accepts · Rating: 2600 · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[E869120's solution](#)

1392.

698D

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

Quality: 581 global accepts · Rating: 2600 · first AC: 2019-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[E869120's solution](#)

1393.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[E869120's solution](#)

1394.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[E869120's solution](#)

1395.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[E869120's solution](#)

1396.

975E

[Hag's Khashba](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2600 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[E869120's solution](#)

1397.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees

[E869120's solution](#)

1398.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[E869120's solution](#)

1399.

1510E

[Equilibrium Point](#) `\\textbackslash` `\\textbackslash` · [Tutorial](#)

Quality: 271 global accepts · Rating: 2700 · first AC: 2024-03-13 · last AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1400.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[E869120's solution](#)

1401.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, implementation

[E869120's solution](#)

1402.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[E869120's solution](#)

1403.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[E869120's solution](#)

1404.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math, probabilities

[E869120's solution](#)

1405.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[E869120's solution](#)

1406.

1599I

[Desert](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 2700 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[E869120's solution](#)

1407.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: hashing

[E869120's solution](#)

1408.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, shortest paths

[E869120's solution](#)

1409.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[E869120's solution](#)

1410.

1782F

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

Rating: 2700 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities, trees

[E869120's solution](#)

1411.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[E869120's solution](#)

1412.

1338D

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

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[E869120's solution](#)

1413.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[E869120's solution](#)

1414.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[E869120's solution](#)

1415.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[E869120's solution](#)

1416.

1229D

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

Rating: 2700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[E869120's solution](#)

1417.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[E869120's solution](#)

1418.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, sortings

[E869120's solution](#)

1419.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[E869120's solution](#)

1420.

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[E869120's solution](#)

1421.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs

[E869120's solution](#)

1422.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[E869120's solution](#)

1423.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[E869120's solution](#)

1424.

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, number theory

[E869120's solution](#)

1425.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[E869120's solution](#)

1426.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[E869120's solution](#)

1427.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[E869120's solution](#)

1428.

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[E869120's solution](#)

1429.

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[E869120's solution](#)

1430.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2019-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, matrices

[E869120's solution](#)

1431.

1025F

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

Quality: 909 global accepts · Rating: 2700 · first AC: 2019-05-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[E869120's solution](#)

1432.

1146G

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

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs

[E869120's solution](#)

1433.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[E869120's solution](#)

1434.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[E869120's solution](#)

1435.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[E869120's solution](#)

1436.

1906D

[Spaceship Exploration](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 2800 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[E869120's solution](#)

1437.

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[E869120's solution](#)

1438.

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation

[E869120's solution](#)

1439.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[E869120's solution](#)

1440.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[E869120's solution](#)

1441.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms,

data structures, greedy, math, sortings

[E869120's solution](#)

1442.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[E869120's solution](#)

1443.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1444.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[E869120's solution](#)

1445.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings, trees

[E869120's solution](#)

1446.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[E869120's solution](#)

1447.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees

[E869120's solution](#)

1448.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[E869120's solution](#)

1449.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[E869120's solution](#)

1450.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, strings

[E869120's solution](#)

1451.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[E869120's solution](#)

1452.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[E869120's solution](#)

1453.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2019-06-03 · last AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft, math

[E869120's solution](#)

1454.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[E869120's solution](#)

1455.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[E869120's solution](#)

1456.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[E869120's solution](#)

1457.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[E869120's solution](#)

1458.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[E869120's solution](#)

1459.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: games, number theory

[E869120's solution](#)

1460.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings

[E869120's solution](#)

1461.

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1462.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[E869120's solution](#)

1463.

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graph matchings, graphs

[E869120's solution](#)

1464.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2900 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[E869120's solution](#)

1465.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[E869120's solution](#)

1466.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[E869120's solution](#)

1467.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, trees

[E869120's solution](#)

1468.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[E869120's solution](#)

1469.

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 2900 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[E869120's solution](#)

1470.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[E869120's solution](#)

1471.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[E869120's solution](#)

1472.

1314E

[Strange Function](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[E869120's solution](#)

1473.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[E869120's solution](#)

1474.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[E869120's solution](#)

1475.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[E869120's solution](#)

1476.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, trees

[E869120's solution](#)

1477.

724E

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

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy

[E869120's solution](#)

1478.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[E869120's solution](#)

1479.

815E

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

Quality: 249 global accepts · Rating: 2900 · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation

[E869120's solution](#)

1480.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[E869120's solution](#)

1481.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, trees

[E869120's solution](#)

1482.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[E869120's solution](#)

1483.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[E869120's solution](#)

1484.

1423I

[Lookup Tables](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3000 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[E869120's solution](#)

1485.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[E869120's solution](#)

1486.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[E869120's solution](#)

1487.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[E869120's solution](#)

1488.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, trees

[E869120's solution](#)

1489.

1290D

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

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[E869120's solution](#)

1490.

859G

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

Quality: 189 global accepts · Rating: 3000 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[E869120's solution](#)

1491.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, interactive

[E869120's solution](#)

1492.

806E

[Blog Post Rating](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[E869120's solution](#)

1493.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy

[E869120's solution](#)

1494.

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3100 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[E869120's solution](#)

1495.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[E869120's solution](#)

1496.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[E869120's solution](#)

1497.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, strings

[E869120's solution](#)

1498.

1510A

[ASCII Automata Art](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1499.

1599B

[Restaurant Game](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1500.

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[E869120's solution](#)

1501.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[E869120's solution](#)

1502.

1246E

[To Make 1](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1503.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[E869120's solution](#)

1504.

1746E2

[Joking \(Hard Version\)](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3200 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, interactive

[E869120's solution](#)

1505.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[E869120's solution](#)

1506.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[E869120's solution](#)

1507.

1776K

[Uniform Chemistry](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: 3200 · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[E869120's solution](#)

1508.

1936F

[Grand Finale: Circles](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2025-04-27 · last AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[E869120's solution](#)

1509.

2046F1

[Yandex Cuneiform \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[E869120's solution](#)

1510.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[E869120's solution](#)

1511.

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities

[E869120's solution](#)

1512.

1938D

[Bánh Bò](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3300 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1513.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[E869120's solution](#)

1514.

1666B

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

Quality: 66 global accepts · Rating: 3300 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1515.

1423G

[Growing flowers](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3500 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[E869120's solution](#)

1516.

105698G

[Get Mex Range Add Linear](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · last AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1517.

105698C

[Candidate Elimination](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1518.

105698L

[LIS on Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1519.

105698A

[actGenshinImp](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1520.

105698J

[Jenga Tower](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1521.

105698E

[Extra Character](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1522.

105698D

[Depth of Cartesian Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1523.

105698F

[Five Steiner](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1524.

105698K

[Kaz's Party](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1525.

105698I

[Inequality Satisfying Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1526.

105255F

[Tilting Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1527.

105255C

[Three Kinds of Dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1528.

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1529.

105255H

[Jet Lag](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1530.

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1531.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · last AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1532.

105789E

[Exciting Business Opportunities](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · last AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1533.

105789J

[Just Look Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1534.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1535.

105789H

[Horrible Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1536.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1537.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1538.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1539.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1540.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1541.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1542.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1543.

104686K

[Skills in Pills](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1544.

104686G

[Greedy Drawers](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1545.

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1546.

104686C

[Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1547.

104686F

[Differences](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1548.

104686D

[Deforestation](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1549.

104686E

[Denormalization](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1550.

104736A

[Analyzing Contracts](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · last AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1551.

104736E

[Elevated Profits](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1552.

104736L

[Latam++](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1553.

104736K

[Keen on Order](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1554.

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1555.

104736H

[Health in Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1556.

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1557.

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1558.

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1559.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1560.

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1561.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1562.

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1563.

105255B

[Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1564.

105870A

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

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1565.

105494F

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1566.

105494E

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1567.

105494D

[Grouping](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1568.

105494C

[Linear Maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1569.

105494B

[Ant Hill](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1570.

105494A

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

Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1571.

105222G

[Function Query](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · last AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1572.

105222C

[Black-White Cubic Lattice](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1573.

105222I

[Container Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1574.

105222K

[Element Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1575.

105222A

[Reverse Pairs Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1576.

105222F

[Isoball: 2D Version](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1577.

105222B

[Link Summon](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1578.

105222J

[Roman Numerals](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1579.

105222E

[L-Covering Checker](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1580.

105222L

[Beef Tripe in Soup Pot?](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1581.

105222H

[GG and YY's Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1582.

105677F

[Yaxchilán Maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1583.

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1584.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1585.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1586.

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1587.

105677K

[Disk Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1588.

105677D

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Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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1589.

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1590.

105677B

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1591.

105677I

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Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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1592.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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1593.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1594.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · last AC: 2024-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[E869120's solution](#)

1595.

103687E

[Easy Jump](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · last AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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1596.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · last AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1597.

103443D

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

Rating: — · first AC: 2024-09-23 · last AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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1598.

104619H

[Heap Structure](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · last AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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1599.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · last AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1600.

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · last AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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1601.

104619G

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

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1602.

104619I

[Introversion](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1603.

104619D

[Divide a Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1604.

104619F

[Finding Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1605.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · Python 3 (first AC) · Tags: —

[E869120's solution](#)

1606.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1607.

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1608.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1609.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1610.

103443H

[A Big Project](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1611.

103443E

[Composition with Large Red Plane, Yellow, Black, Gray, and Blue](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1612.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1613.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1614.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1615.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1616.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1617.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1618.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1619.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · Python 3 (first AC) · Tags: —

[E869120's solution](#)

1620.

101933G

[Game Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1621.

101933A

[Altruistic Amphibians](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1622.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · last AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1623.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1624.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · PyPy 3 (first AC) · Tags: —

[E869120's solution](#)

1625.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · Python 3 (first AC) · Tags: —

[E869120's solution](#)

1626.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1627.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1628.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · Python 3 (first AC) · Tags: —

[E869120's solution](#)

1629.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1630.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · last AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1631.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · last AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1632.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · last AC: 2024-09-19 · Python 3 (first AC) · Tags: —

[E869120's solution](#)

1633.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · last AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1634.

104757H

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

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1635.

104757J

[Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1636.

104757L

[A \(Fast\) Walk in the Woods](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1637.

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1638.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1639.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1640.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[E869120's solution](#)

1641.

1959B

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

Rating: — · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, implementation, strings

[E869120's solution](#)

1642.

1959A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[E869120's solution](#)

1643.

102511K

[Traffic Blights](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1644.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1645.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1646.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1647.

102511B

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

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1648.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1649.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1650.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1651.

103797B

[Bus Bet](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · last AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1652.

103797J

[Judge Crush](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1653.

103797E

[Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1654.

103797F

[Faulty Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1655.

103797G

[Get Out!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1656.

103797D

[Dynamic Duo](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1657.

103797C

[Cute Sentences](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1658.

103797I

[I cry](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · Python 3 (first AC) · Tags: —

[E869120's solution](#)

1659.

103797H

[High Profile Math](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · Python 3 (first AC) · Tags: —

[E869120's solution](#)

1660.

103797A

[Advisor Enemies](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1661.

101471B

[Get a Clue!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1662.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1663.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1664.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1665.

101471G

[Replicate Replicate Rpflichte](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1666.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1667.

101471A

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

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1668.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1669.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1670.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1671.

102482E

[Getting a Jump on Crime](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1672.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1673.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · last AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1674.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1675.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1676.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1677.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1678.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1679.

104114J

[Joyful Death](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[E869120's solution](#)

1680.

104114L

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1681.

104114I

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

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1682.

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1683.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[E869120's solution](#)

1684.

104114M

[Mousetrap](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[E869120's solution](#)

1685.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1686.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1687.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1688.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1689.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1690.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1691.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1692.

103687H

[A=B](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1693.

103687K

[Dynamic Reachability](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1694.

103687J

[Frog](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1695.

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1696.

103687I

[Barbecue](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1697.

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1698.

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1699.

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1700.

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · Python 3 (first AC) · Tags: —

[E869120's solution](#)

1701.

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[E869120's solution](#)

1702.

103687B

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1713.

104160B

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1714.

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104160E

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1720.

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1722.

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1723.

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1724.

102461E

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1725.

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1726.

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1727.

102461A

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1728.

102436E

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1729.

102436D

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1730.

102436C

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1731.

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1732.

102436A

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1733.

102534D

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1734.

102534C

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1735.

102534E

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1736.

102534B

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1737.

102534A

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1738.

1145A

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1739.

102154C

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1740.

102154B

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