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Unique solved — ETK.

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

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

Filters: none

Count: 427

1.

2109A

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

Quality: 26,948 global accepts · Rating: 800 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ETK.'s solution](#)

2.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math

[ETK.'s solution](#)

3.

1942A

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

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

[ETK.'s solution](#)

4.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[ETK.'s solution](#)

5.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[ETK.'s solution](#)

6.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[ETK.'s solution](#)

7.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,320 global accepts · Rating: 800 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[ETK.'s solution](#)

8.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[ETK.'s solution](#)

9.

1864A

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

Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ETK.'s solution](#)

10.

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[ETK.'s solution](#)

11.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: games, math
[ETK.'s solution](#)

12.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games
[ETK.'s solution](#)

13.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,970 global accepts · Rating: 800 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: strings
[ETK.'s solution](#)

14.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,484 global accepts · Rating: 800 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation
[ETK.'s solution](#)

15.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[ETK.'s solution](#)

16.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[ETK.'s solution](#)

17.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[ETK.'s solution](#)

18.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,595 global accepts · Rating: 800 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[ETK.'s solution](#)

19.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers
[ETK.'s solution](#)

20.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[ETK.'s solution](#)

21.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
[ETK.'s solution](#)

22.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[ETK.'s solution](#)

23.

1616A

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

Quality: 23,828 global accepts · Rating: 800 · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[ETK.'s solution](#)

24.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,154 global accepts · Rating: 800 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, implementation
[ETK.'s solution](#)

25.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[ETK.'s solution](#)

26.

1566A

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

Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[ETK.'s solution](#)

27.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math
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28.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-29 · last AC: 2021-08-02 · GNU C++11 (first AC) · Tags: greedy
[ETK.'s solution](#)

29.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation
[ETK.'s solution](#)

30.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,563 global accepts · Rating: 800 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: math, number theory
[ETK.'s solution](#)

31.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 800 · first AC: 2021-07-14 · last AC: 2021-07-18 · GNU C++11 (first AC) · Tags: greedy, math
[ETK.'s solution](#)

32.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[ETK.'s solution](#)

33.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: greedy, math
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34.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,633 global accepts · Rating: 800 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math
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35.

1541A

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

Quality: 30,716 global accepts · Rating: 800 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
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36.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: dp, implementation, strings
[ETK.'s solution](#)

37.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-16 · last AC: 2021-05-18 · GNU C++11 (first AC) · Tags: math, number theory
[ETK.'s solution](#)

38.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-05-17 · last AC: 2021-05-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[ETK.'s solution](#)

39.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,630 global accepts · Rating: 800 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[ETK.'s solution](#)

40.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,454 global accepts · Rating: 800 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: brute force, implementation
[ETK.'s solution](#)

41.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: dp, math

[ETK.'s solution](#)

42.

1519A

[Red and Blue Beans](#) · [Tutorial](#)

Quality: 30,559 global accepts · Rating: 800 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: math

[ETK.'s solution](#)

43.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-02 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[ETK.'s solution](#)

44.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · last AC: 2021-05-02 · GNU C++11 (first AC) · Tags: greedy, math

[ETK.'s solution](#)

45.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,026 global accepts · Rating: 800 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[ETK.'s solution](#)

46.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-16 · last AC: 2021-02-26 · GNU C++11 (first AC) · Tags: implementation, sortings

[ETK.'s solution](#)

47.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: math

[ETK.'s solution](#)

48.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 800 · first AC: 2021-02-06 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: greedy, strings

[ETK.'s solution](#)

49.

1480A

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

Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-02-08 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: games, greedy, strings

[ETK.'s solution](#)

50.

1465A

[In-game Chat](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: implementation, strings

[ETK.'s solution](#)

51.

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-22 · last AC: 2020-12-22 · GNU C++11 (first AC) · Tags: greedy, math

[ETK.'s solution](#)

52.

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,419 global accepts · Rating: 800 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: greedy, math

[ETK.'s solution](#)

53.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings, two pointers

[ETK.'s solution](#)

54.

1696B

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

Quality: 36,319 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ETK.'s solution](#)

55.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · last AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[ETK.'s solution](#)

56.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · last AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ETK.'s solution](#)

57.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,581 global accepts · Rating: 900 · first AC: 2021-08-15 · last AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[ETK.'s solution](#)

58.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · last AC: 2021-08-02 · GNU C++11 (first AC) · Tags: brute force, math

[ETK.'s solution](#)

59.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,948 global accepts · Rating: 900 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[ETK.'s solution](#)

60.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[ETK.'s solution](#)

61.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 900 · first AC: 2021-05-17 · last AC: 2021-05-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[ETK.'s solution](#)

62.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2021-02-08 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[ETK.'s solution](#)

63.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[ETK.'s solution](#)

64.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-22 · last AC: 2020-12-22 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, strings

[ETK.'s solution](#)

65.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,270 global accepts · Rating: 1000 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ETK.'s solution](#)

66.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[ETK.'s solution](#)

67.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[ETK.'s solution](#)

68.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[ETK.'s solution](#)

69.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ETK.'s solution](#)

70.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ETK.'s solution](#)

71.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[ETK.'s solution](#)

72.

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ETK.'s solution](#)

73.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,473 global accepts · Rating: 1000 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math
[ETK.'s solution](#)

74.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[ETK.'s solution](#)

75.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · last AC: 2021-07-18 · GNU C++11 (first AC) · Tags: greedy, math
[ETK.'s solution](#)

76.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: combinatorics, geometry, greedy, math
[ETK.'s solution](#)

77.

1438B

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

Quality: 29,068 global accepts · Rating: 1000 · first AC: 2021-05-17 · last AC: 2021-05-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
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78.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,040 global accepts · Rating: 1000 · first AC: 2021-05-07 · last AC: 2021-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[ETK.'s solution](#)

79.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: constructive algorithms
[ETK.'s solution](#)

80.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory
[ETK.'s solution](#)

81.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,141 global accepts · Rating: 1000 · first AC: 2021-02-12 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[ETK.'s solution](#)

82.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: implementation
[ETK.'s solution](#)

83.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,884 global accepts · Rating: 1000 · first AC: 2021-01-29 · last AC: 2021-02-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[ETK.'s solution](#)

84.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,058 global accepts · Rating: 1000 · first AC: 2020-12-28 · last AC: 2021-01-30 · GNU C++11 (first AC) · Tags: dp, greedy

[ETK.'s solution](#)

85.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · last AC: 2021-01-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[ETK.'s solution](#)

86.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ETK.'s solution](#)

87.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,353 global accepts · Rating: 1100 · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, number theory

[ETK.'s solution](#)

88.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[ETK.'s solution](#)

89.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[ETK.'s solution](#)

90.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[ETK.'s solution](#)

91.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[ETK.'s solution](#)

92.

1842B

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

Quality: 25,537 global accepts · Rating: 1100 · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[ETK.'s solution](#)

- 93.**
1827A
[Counting Orders](#) · [Tutorial](#)
Quality: 28,805 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings, two pointers
[ETK.'s solution](#)
- 94.**
1832B
[Maximum Sum](#) · [Tutorial](#)
Quality: 35,489 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings, two pointers
[ETK.'s solution](#)
- 95.**
1797B
[Li Hua and Pattern](#) · [Tutorial](#)
Quality: 24,613 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
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- 96.**
1637B
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- 97.**
1616B
[Mirror in the String](#) · [Tutorial](#)
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[ETK.'s solution](#)
- 98.**
1610B
[Kalindrome Array](#) · [Tutorial](#)
Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-11-23 · last AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
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- 99.**
1566D1
[Seating Arrangements \(easy version\)](#) · [Tutorial](#)
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- 100.**
1492B
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Quality: 20,398 global accepts · Rating: 1100 · first AC: 2021-02-23 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: data structures, greedy, math
[ETK.'s solution](#)
- 101.**
1481B
[New Colony](#) · [Tutorial](#)
Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-06 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[ETK.'s solution](#)
- 102.**
1409B
[Minimum Product](#) · [Tutorial](#)
Quality: 30,923 global accepts · Rating: 1100 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[ETK.'s solution](#)

103.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[ETK.'s solution](#)

104.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy
[ETK.'s solution](#)

105.

1916C

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

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[ETK.'s solution](#)

106.

1909B

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

Quality: 30,957 global accepts · Rating: 1200 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[ETK.'s solution](#)

107.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,392 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[ETK.'s solution](#)

108.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[ETK.'s solution](#)

109.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 1200 · first AC: 2021-08-15 · last AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[ETK.'s solution](#)

110.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings
[ETK.'s solution](#)

111.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,478 global accepts · Rating: 1200 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory
[ETK.'s solution](#)

112.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: greedy, sortings
[ETK.'s solution](#)

113.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,472 global accepts · Rating: 1200 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: data structures, hashing, math
[ETK.'s solution](#)

114.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · last AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings
[ETK.'s solution](#)

115.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: brute force, math
[ETK.'s solution](#)

116.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,683 global accepts · Rating: 1200 · first AC: 2021-02-16 · last AC: 2021-02-26 · GNU C++11 (first AC) · Tags: math, number theory
[ETK.'s solution](#)

117.

1485B

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

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: dp, implementation, math
[ETK.'s solution](#)

118.

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[ETK.'s solution](#)

119.

2124C

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

Quality: 14,591 global accepts · Rating: 1300 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[ETK.'s solution](#)

120.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[ETK.'s solution](#)

121.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math
[ETK.'s solution](#)

122.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings
[ETK.'s solution](#)

123.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[ETK.'s solution](#)

124.

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ETK.'s solution](#)

125.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[ETK.'s solution](#)

126.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ETK.'s solution](#)

127.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ETK.'s solution](#)

128.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · last AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ETK.'s solution](#)

129.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2021-07-30 · last AC: 2021-08-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[ETK.'s solution](#)

130.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · last AC: 2021-08-02 · GNU C++11 (first AC) · Tags: brute force

[ETK.'s solution](#)

131.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · last AC: 2021-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[ETK.'s solution](#)

132.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · last AC: 2021-02-13 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[ETK.'s solution](#)

133.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[ETK.'s solution](#)

134.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[ETK.'s solution](#)

135.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[ETK.'s solution](#)

136.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[ETK.'s solution](#)

137.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[ETK.'s solution](#)

138.

1830A

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

Quality: 20,318 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ETK.'s solution](#)

139.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[ETK.'s solution](#)

140.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ETK.'s solution](#)

141.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ETK.'s solution](#)

142.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,763 global accepts · Rating: 1400 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[ETK.'s solution](#)

143.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[ETK.'s solution](#)

144.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 1400 · first AC: 2021-08-15 · last AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[ETK.'s solution](#)

145.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: graphs, greedy

[ETK.'s solution](#)

146.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[ETK.'s solution](#)

147.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,609 global accepts · Rating: 1400 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: greedy, math

[ETK.'s solution](#)

148.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[ETK.'s solution](#)

149.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-03 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[ETK.'s solution](#)

150.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · last AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[ETK.'s solution](#)

151.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-22 · last AC: 2020-12-22 · GNU C++11 (first AC) · Tags: dp, greedy, hashing, implementation, strings

[ETK.'s solution](#)

152.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu

[ETK.'s solution](#)

153.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1400 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[ETK.'s solution](#)

154.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[ETK.'s solution](#)

155.

1842C

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

Quality: 16,493 global accepts · Rating: 1500 · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp

[ETK.'s solution](#)

156.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[ETK.'s solution](#)

157.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[ETK.'s solution](#)

158.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ETK.'s solution](#)

159.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[ETK.'s solution](#)

160.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[ETK.'s solution](#)

161.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[ETK.'s solution](#)

162.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-16 · last AC: 2021-02-26 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[ETK.'s solution](#)

163.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-16 · last AC: 2021-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[ETK.'s solution](#)

164.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[ETK.'s solution](#)

165.

1486B

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

Quality: 20,480 global accepts · Rating: 1500 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[ETK.'s solution](#)

166.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[ETK.'s solution](#)

167.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[ETK.'s solution](#)

168.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: greedy, math

[ETK.'s solution](#)

169.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[ETK.'s solution](#)

170.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[ETK.'s solution](#)

171.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[ETK.'s solution](#)

172.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,621 global accepts · Rating: 1600 · first AC: 2021-11-23 · last AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[ETK.'s solution](#)

173.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[ETK.'s solution](#)

174.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1600 · first AC: 2021-07-30 · last AC: 2021-08-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, strings

[ETK.'s solution](#)

175.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[ETK.'s solution](#)

176.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math, number theory

[ETK.'s solution](#)

177.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[ETK.'s solution](#)

178.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: binary search, interactive

[ETK.'s solution](#)

179.

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math, two pointers

[ETK.'s solution](#)

180.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-06 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[ETK.'s solution](#)

181.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · last AC: 2021-02-13 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[ETK.'s solution](#)

182.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · last AC: 2021-01-30 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, two pointers

[ETK.'s solution](#)

183.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[ETK.'s solution](#)

184.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[ETK.'s solution](#)

185.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[ETK.'s solution](#)

186.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[ETK.'s solution](#)

187.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[ETK.'s solution](#)

188.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[ETK.'s solution](#)

189.

1810D

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

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[ETK.'s solution](#)

190.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[ETK.'s solution](#)

191.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[ETK.'s solution](#)

192.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ETK.'s solution](#)

193.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[ETK.'s solution](#)

194.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · last AC: 2021-08-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, math

[ETK.'s solution](#)

195.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · last AC: 2021-07-18 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

[ETK.'s solution](#)

196.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[ETK.'s solution](#)

197.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: geometry

[ETK.'s solution](#)

198.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[ETK.'s solution](#)

199.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: binary search, interactive, ternary search

[ETK.'s solution](#)

200.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-13 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[ETK.'s solution](#)

201.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-31 · last AC: 2021-02-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, implementation

[ETK.'s solution](#)

202.

1480C

[Searching Local Minimum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: binary search, interactive, math, ternary search

[ETK.'s solution](#)

203.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[ETK.'s solution](#)

204.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-29 · last AC: 2021-01-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ETK.'s solution](#)

205.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[ETK.'s solution](#)

206.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-12-22 · last AC: 2020-12-22 · GNU C++11 (first AC) · Tags: games, geometry, math

[ETK.'s solution](#)

207.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[ETK.'s solution](#)

208.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[ETK.'s solution](#)

209.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[ETK.'s solution](#)

210.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[ETK.'s solution](#)

211.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[ETK.'s solution](#)

212.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-29 · last AC: 2021-08-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[ETK.'s solution](#)

213.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · last AC: 2021-08-02 · GNU C++11 (first AC) · Tags: binary search, bitmasks, greedy, implementation

[ETK.'s solution](#)

214.

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: binary search, data structures, math, two pointers

[ETK.'s solution](#)

215.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: binary search, implementation, math, two pointers

[ETK.'s solution](#)

216.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: dp, games, math, probabilities

[ETK.'s solution](#)

217.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy

[ETK.'s solution](#)

218.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-04-26 · last AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[ETK.'s solution](#)

219.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · last AC: 2021-05-02 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[ETK.'s solution](#)

220.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,931 global accepts · Rating: 1800 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy

[ETK.'s solution](#)

221.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[ETK.'s solution](#)

222.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: math, number theory

[ETK.'s solution](#)

223.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[ETK.'s solution](#)

224.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[ETK.'s solution](#)

225.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[ETK.'s solution](#)

226.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[ETK.'s solution](#)

227.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[ETK.'s solution](#)

228.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[ETK.'s solution](#)

229.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[ETK.'s solution](#)

230.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[ETK.'s solution](#)

231.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[ETK.'s solution](#)

232.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[ETK.'s solution](#)

233.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · last AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[ETK.'s solution](#)

234.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[ETK.'s solution](#)

235.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[ETK.'s solution](#)

236.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2021-06-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, two pointers

[ETK.'s solution](#)

237.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-04-26 · last AC: 2021-05-02 · GNU C++11 (first AC) · Tags: data structures, greedy

[ETK.'s solution](#)

238.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ETK.'s solution](#)

239.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, two pointers

[ETK.'s solution](#)

240.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[ETK.'s solution](#)

241.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 1900 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[ETK.'s solution](#)

242.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2020-11-07 · GNU C++11 (first AC) · Tags: dp

[ETK.'s solution](#)

243.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2020-11-04 · GNU C++11 (first AC) · Tags: dp

[ETK.'s solution](#)

244.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[ETK.'s solution](#)

245.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1900 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: dp

[ETK.'s solution](#)

246.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[ETK.'s solution](#)

247.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[ETK.'s solution](#)

248.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[ETK.'s solution](#)

249.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[ETK.'s solution](#)

250.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[ETK.'s solution](#)

251.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[ETK.'s solution](#)

252.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ETK.'s solution](#)

253.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · last AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ETK.'s solution](#)

254.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[ETK.'s solution](#)

255.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · last AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ETK.'s solution](#)

256.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[ETK.'s solution](#)

257.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2021-06-03 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[ETK.'s solution](#)

258.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-05-18 · last AC: 2021-05-18 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[ETK.'s solution](#)

259.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2021-05-17 · last AC: 2021-05-17 · GNU C++11 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[ETK.'s solution](#)

260.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · last AC: 2021-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive

[ETK.'s solution](#)

261.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-06 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[ETK.'s solution](#)

262.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[ETK.'s solution](#)

263.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[ETK.'s solution](#)

264.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 2000 · first AC: 2020-12-22 · last AC: 2020-12-22 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[ETK.'s solution](#)

265.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[ETK.'s solution](#)

266.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: dp, math

[ETK.'s solution](#)

267.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[ETK.'s solution](#)

268.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[ETK.'s solution](#)

269.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[ETK.'s solution](#)

270.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[ETK.'s solution](#)

271.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[ETK.'s solution](#)

272.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ETK.'s solution](#)

273.

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[ETK.'s solution](#)

274.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[ETK.'s solution](#)

275.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-30 · last AC: 2021-08-02 · GNU C++11 (first AC) · Tags: data structures, sortings, trees, two pointers

[ETK.'s solution](#)

276.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: combinatorics, dp

[ETK.'s solution](#)

277.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2021-05-25 · last AC: 2021-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, matrices

[ETK.'s solution](#)

278.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[ETK.'s solution](#)

279.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[ETK.'s solution](#)

280.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[ETK.'s solution](#)

281.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: data structures, dp, math

[ETK.'s solution](#)

282.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2020-11-07 · GNU C++11 (first AC) · Tags: data structures, dp

[ETK.'s solution](#)

283.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: geometry, math

[ETK.'s solution](#)

284.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[ETK.'s solution](#)

285.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp

[ETK.'s solution](#)

286.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ETK.'s solution](#)

287.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[ETK.'s solution](#)

288.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-25 · last AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[ETK.'s solution](#)

289.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · last AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[ETK.'s solution](#)

290.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: dp, trees

[ETK.'s solution](#)

291.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[ETK.'s solution](#)

292.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[ETK.'s solution](#)

293.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings
[ETK.'s solution](#)

294.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2021-06-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities
[ETK.'s solution](#)

295.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2021-05-17 · last AC: 2021-05-17 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math
[ETK.'s solution](#)

296.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, interactive
[ETK.'s solution](#)

297.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-03 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[ETK.'s solution](#)

298.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-04-26 · last AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[ETK.'s solution](#)

299.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory
[ETK.'s solution](#)

300.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
[ETK.'s solution](#)

301.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: dp, sortings
[ETK.'s solution](#)

302.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: data structures
[ETK.'s solution](#)

303.

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ETK.'s solution](#)

304.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[ETK.'s solution](#)

305.

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[ETK.'s solution](#)

306.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[ETK.'s solution](#)

307.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · last AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[ETK.'s solution](#)

308.

1549F1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: geometry, number theory

[ETK.'s solution](#)

309.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-16 · last AC: 2021-07-18 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[ETK.'s solution](#)

310.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[ETK.'s solution](#)

311.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: dp, strings

[ETK.'s solution](#)

312.

1541D

[Tree Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math, probabilities, trees

[ETK.'s solution](#)

313.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: dp, fft

[ETK.'s solution](#)

314.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[ETK.'s solution](#)

315.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[ETK.'s solution](#)

316.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[ETK.'s solution](#)

317.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: chinese remainder theorem, fft, math

[ETK.'s solution](#)

318.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: graphs, hashing, math, number theory

[ETK.'s solution](#)

319.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: dp, sortings

[ETK.'s solution](#)

320.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2020-12-22 · last AC: 2020-12-22 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[ETK.'s solution](#)

321.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[ETK.'s solution](#)

322.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[ETK.'s solution](#)

323.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[ETK.'s solution](#)

324.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[ETK.'s solution](#)

325.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[ETK.'s solution](#)

326.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[ETK.'s solution](#)

327.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[ETK.'s solution](#)

328.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[ETK.'s solution](#)

329.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[ETK.'s solution](#)

330.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[ETK.'s solution](#)

331.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[ETK.'s solution](#)

332.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[ETK.'s solution](#)

333.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[ETK.'s solution](#)

334.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, games, graph matchings

[ETK.'s solution](#)

335.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[ETK.'s solution](#)

336.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-26 · last AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[ETK.'s solution](#)

337.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[ETK.'s solution](#)

338.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[ETK.'s solution](#)

339.

209C

[Trails and Glades](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2400 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy

[ETK.'s solution](#)

340.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: dp

[ETK.'s solution](#)

341.

1251E2

[Voting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[ETK.'s solution](#)

342.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-13 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, sortings

[ETK.'s solution](#)

343.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[ETK.'s solution](#)

344.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[ETK.'s solution](#)

345.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: data structures, dp

[ETK.'s solution](#)

346.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2021-01-08 · last AC: 2021-01-12 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[ETK.'s solution](#)

347.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ETK.'s solution](#)

348.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[ETK.'s solution](#)

349.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[ETK.'s solution](#)

350.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[ETK.'s solution](#)

351.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[ETK.'s solution](#)

352.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[ETK.'s solution](#)

353.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[ETK.'s solution](#)

354.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[ETK.'s solution](#)

355.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[ETK.'s solution](#)

356.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-16 · last AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[ETK.'s solution](#)

357.

1549E

[The Three Little Pigs](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[ETK.'s solution](#)

358.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-16 · last AC: 2021-07-18 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[ETK.'s solution](#)

359.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[ETK.'s solution](#)

360.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: bitmasks, dp, implementation

[ETK.'s solution](#)

361.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[ETK.'s solution](#)

362.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: bitmasks, dp

[ETK.'s solution](#)

363.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2021-05-12 · last AC: 2021-05-17 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[ETK.'s solution](#)

364.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, math

[ETK.'s solution](#)

365.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: binary search, graph matchings, greedy

[ETK.'s solution](#)

366.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2021-05-03 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[ETK.'s solution](#)

367.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: combinatorics, graphs

[ETK.'s solution](#)

368.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-06 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[ETK.'s solution](#)

369.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: dp, graphs

[ETK.'s solution](#)

370.

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[ETK.'s solution](#)

371.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[ETK.'s solution](#)

372.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ETK.'s solution](#)

373.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data

structures, dp, hashing, strings

[ETK.'s solution](#)

374.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ETK.'s solution](#)

375.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[ETK.'s solution](#)

376.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-30 · last AC: 2021-08-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, number theory

[ETK.'s solution](#)

377.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ETK.'s solution](#)

378.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[ETK.'s solution](#)

379.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2021-06-03 · last AC: 2021-06-03 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[ETK.'s solution](#)

380.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-06 · last AC: 2021-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[ETK.'s solution](#)

381.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[ETK.'s solution](#)

382.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: brute force, data structures

[ETK.'s solution](#)

383.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: data structures, probabilities

[ETK.'s solution](#)

384.

1814F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dsu

[ETK.'s solution](#)

385.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[ETK.'s solution](#)

386.

1782F

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

Rating: 2700 · first AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities, trees

[ETK.'s solution](#)

387.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[ETK.'s solution](#)

388.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-16 · last AC: 2021-07-18 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[ETK.'s solution](#)

389.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: data structures, dsu

[ETK.'s solution](#)

390.

70E

[Information Reform](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: dp, implementation, trees

[ETK.'s solution](#)

391.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2021-06-17 · GNU C++11 (first AC) · Tags: dp, matrices

[ETK.'s solution](#)

392.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: combinatorics, dp

[ETK.'s solution](#)

393.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[ETK.'s solution](#)

394.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: constructive algorithms, games
[ETK.'s solution](#)

395.

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396.

1819D

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397.

1648D

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398.

1615F

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399.

1620F

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400.

1082F

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401.

521D

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402.

1129D

[Isolation](#) · [Tutorial](#)

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403.

1415F

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404.

1616F

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[ETK.'s solution](#)

405.

802M3

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406.

505E

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407.

722E

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[ETK.'s solution](#)

408.

741D

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[ETK.'s solution](#)

409.

1854D

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[ETK.'s solution](#)

410.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[ETK.'s solution](#)

411.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[ETK.'s solution](#)

412.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[ETK.'s solution](#)

413.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[ETK.'s solution](#)

414.

1779G

[The Game of the Century](#) · [Tutorial](#)

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[ETK.'s solution](#)

415.

1428G2

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Quality: 727 global accepts · Rating: 3000 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ETK.'s solution](#)

416.

1616H

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[ETK.'s solution](#)

417.

1610F

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[ETK.'s solution](#)

418.

739E

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Quality: 2,628 global accepts · Rating: 3000 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[ETK.'s solution](#)

419.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[ETK.'s solution](#)

420.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2021-05-17 · last AC: 2021-05-17 · GNU C++11 (first AC) · Tags: interactive, probabilities, trees

[ETK.'s solution](#)

421.

1770F

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

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[ETK.'s solution](#)

422.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

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[ETK.'s solution](#)

423.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[ETK.'s solution](#)

424.

1810G

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[ETK.'s solution](#)

425.

105666B

[Monster Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ETK.'s solution](#)

426.

105666A

[Number Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ETK.'s solution](#)

427.

undefined167

[I-country](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: *special

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